

**ARI Contractor Report 97-06**

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**Standardization Scenarios for Grafenwoehr  
SIMNET Site (SIMUTA-G) Battle Book  
(Demonstration)**

**William Myers, Robert Sever, and  
Joseph Cassidy**

**BDM Federal, Inc.**

19970107 138

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**December 1996**

**United States Army Research Institute for the Behavioral and Social Sciences**

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# REPORT DOCUMENTATION PAGE

Form Approved  
OMB No. 0704-0188

Public reporting burden for this collection of information is estimated to average 1 hour per response, including the time for reviewing instructions, searching existing data sources, gathering and maintaining the data needed, and completing and reviewing the collection of information. Send comments regarding this burden estimate or any other aspect of this collection of information, including suggestions for reducing this burden, to Washington Headquarters Services, Directorate for Information Operations and Reports, 1215 Jefferson Davis Highway, Suite 1204, Arlington, VA 22202-4302, and to the Office of Management and Budget, Paperwork Reduction Project (0704-0188), Washington DC 20503.

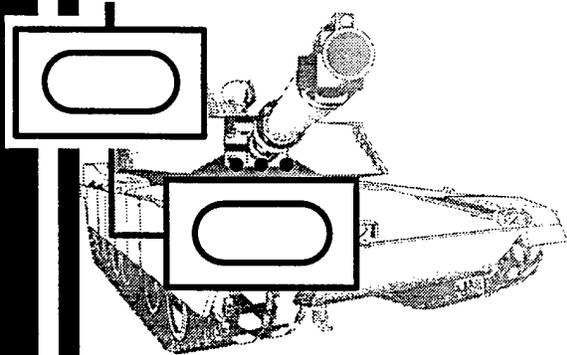
1. AGENCY USE ONLY (Leave blank)	2. REPORT DATE December 1996	3. REPORT TYPE AND DATES COVERED Research Product 06/06/95 - 04/30/96	
4. TITLE AND SUBTITLE Standardized Scenarios for Grafenwoehr SIMNET Site: SIMUTA-G Battle Book (Demonstration)		5. FUNDING NUMBERS MDA903-92-D-0075-0042 2114 MIPR-STRICOM funds	
6. AUTHOR(S) William Myers, Robert Sever, and Joseph Cassidy			
7. PERFORMING ORGANIZATION NAME(S) AND ADDRESS(ES) BDM Federal, Inc. P.O. Box 908 Ft. Knox, KY 40121		8. PERFORMING ORGANIZATION REPORT NUMBER	
9. SPONSORING/MONITORING AGENCY NAME(S) AND ADDRESS(ES) U.S. Army Research Institute for the Behavioral and Social Sciences 5001 Eisenhower Avenue Alexandria, VA 22333-5600		10. SPONSORING/MONITORING AGENCY REPORT NUMBER  Contractor Report 97-06	
11. SUPPLEMENTARY NOTES The COR is Stephen L. Goldberg. This report is published to meet legal and contractual requirements and may not meet ARI's scientific or professional standards for publication.			
12a. DISTRIBUTION/AVAILABILITY STATEMENT Approved for Public Release: Distribution is Unlimited		12b. DISTRIBUTION CODE	
13. ABSTRACT (Maximum 200 words) The SIMUTA program developed to provide structured training to National Guard soldiers training at the SIMNET site at Fort Knox, KY is a total training program that includes hardware and software to support a dedicated team of observer/controllers (o/c) who lead the training. There are 12 workstations at Fort Knox at which the o/cs work. The conditions at the Fort Knox SIMNET site do not exist at the Grafenwoehr SIMNET site. At Grafenwoehr there are two battlemaster stations and the units must provide their own trainers. There is no dedicated team of o/cs. In order to meet the different conditions at Grafenwoehr the SIMUTA packages needed to be modified to fit the training environment at the Grafenwoehr SIMNET site. This report is a demonstration using four of the SIMUTA tables of modifications in the tables and implementing instructions in order for SIMUTA to be used at Grafenwoehr with Active Army units.			
14. SUBJECT TERMS collective training, virtual simulation, structured training, training support packages		15. NUMBER OF PAGES	
		16. PRICE CODE	
17. SECURITY CLASSIFICATION OF REPORT UNCLASSIFIED	18. SECURITY CLASSIFICATION OF THIS PAGE UNCLASSIFIED	19. SECURITY CLASSIFICATION OF ABSTRACT UNCLASSIFIED	20. LIMITATION OF ABSTRACT UNLIMITED

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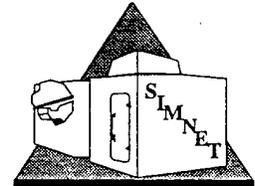
**Standardized Scenarios  
for Grafenwoehr SIMNET Site  
(SIMUTA-G)**



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**SIMUTA-G  
Battle Book  
(Demonstration)**

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Submitted To:

**U.S. Army Research Institute (ARI)  
Simulator Systems Research Unit  
Orlando, Florida**



By:

**BDM Federal, Incorporated  
ARC Incorporated  
Human Resources Research Organization**

**April 30, 1996**

# Part I

## Exercise Training Guide

### Overview

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**Purpose**

This part provides an overview of the history and conduct of company/team and armor platoon SIMNET exercises within the context of the Virtual Training Program (VTP).

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**Contents**

Chapter	Topic
1	Background
2	Organization and Training of Platoon/Company Observer/Controller
3	Observing/Controlling a Company or Platoon Exercise
4	Site Management Instructions
<b>Appendices</b>	
A	Acronyms
B	OPFOR/BLUEFOR Standard Force Organization
C	Rehearsals
D	Execution Tools
E	Company/Team Tables
F	Armor Platoon Tables

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# Chapter 1

## Background

### Purpose

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### Guidelines

All personnel involved in this training should review this information to learn the background and exercise management for SIMNET company/team and armor platoon tables.

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### Content

This chapter contains the following information.

Section	Topic	See Page
I	Virtual Training Program	3
II	Training in the SIMUTA-G Environment	6
III	Key Features	7

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## Section I

### Virtual Training Program

#### I-1. Overview

---

<b>Purpose</b>	The Virtual Training Program (VTP), formerly the Reserve Component Training Program (RCVTP), is the overall concept under which these SIMNET company/team and armor platoon tables were initially developed.
<b>Why the VTP?</b>	The VTP was established to <i>develop, evaluate, and implement</i> structured training for the total armor force--training that takes advantage of networked simulation technologies.
<b>Structured Training</b>	<p>Structured training is the deliberate design of training so that certain events occur or cues are provided to cause performance of particular tasks, subtasks, or actions. Structured training includes specific feedback on the performance of selected actions.</p> <p>Within SIMNET, structured training for a company/team and armor platoon is accomplished through pre-established OPORDs, control of subordinate and supporting element activity within specific guidelines, scripted message traffic (which keeps the unit within a prescribed tactical context), and AAR observation forms which focus on those actions dictated by the exercise flow.</p>
<b>VTP Focus</b>	The VTP was initially focused on training Army National Guard (ARNG) armor units in execution of combat operations. It has been broadened for total force training, including the training of active units.

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*Continued on next page*

## I-1. Overview, Continued

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### VTP Background

The following are some characteristics of the VTP:

- VTP training was developed and has been used at Fort Knox, Kentucky, since early 1994.
  - The VTP was designed to maximize weekend drill and annual training time.
  - VTP training focuses on execution.
  - At Fort Knox, a dedicated Observer/Controller (O/C) Team was formed to fully support VTP training.
- 

### SIMNET Focus

As part of the VTP, company/team and armor platoon training conducted within the SIMNET simulation environment focuses on fire and maneuver and command and control.

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### Personnel

Unit Observers in the Grafenwoehr environment perform the same functions as an O/C Team during training. These include:

- Ensuring unit personnel receive pre-exercise materials before the scheduled exercise date.
  - Assist in administrative planning for scheduled training.
  - Assisting training unit personnel during execution by observing their performance and providing feedback during after action reviews (AARs).
  - Preparing Take Home Packages (THP) containing consolidated observations, summarizing unit performance, and suggesting areas to sustain and improve.
-

## I-2. Complementary Training Programs

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### **Additional SIMNET Exercises**

In addition to the armor platoon and company/team exercises, the VTP SIMNET library includes exercises for mechanized infantry and HMMWV scout platoons, battalion and task force, and brigade echelons. These exercises include fundamental tables covering basic fire and maneuver skills, offense tables (movement to contact and deliberate attack) and defense tables (defend in sector).

Tables also exist for the armored cavalry troop, covering fundamental skills and offense, defense, reconnaissance, and security missions.

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### **Janus Exercises**

The VTP also includes tank heavy task force training packages designed for execution within the ARPA Janus simulation system. These packages are able to be used at Fort Knox or Resident Training Detachment (RTD) sites.

The Janus exercises differ from the SIMNET exercises in the target audience to be trained. Janus exercises focus on training the unit staff at battalion task force and brigade levels.

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### **Integration**

To date, all exercises produced for the VTP are designed within the same basic scenario within the National Training Center (NTC) database. Exercises complement each other within the respective simulation systems.

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## Section II

### Training in the SIMUTA-G Environment

#### II-1. Overview

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**Purpose**

The SIMUTA-G Program is designed to demonstrate the SIMUTA training concept within the resource availability of the Grafenwoehr SIMNET Site.

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**Shared  
Responsibility**

The tables in SIMUTA-G are executed as they were designed in the original SIMUTA program. The primary difference lies in the way the control and observation functions are performed.

The original SIMUTA training concept has the control and observation of table execution handled by a dedicated VTP O/C Team. Units in training are not required to provide any additional personnel.

However, for tables executed within the SIMUTA-G program, control and observation of the tables will be performed jointly by Grafenwoehr Site personnel and the units in training. This **shared responsibility** will vary based upon the desires and capabilities of the unit and of the Grafenwoehr SIMNET Site.

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## Section III

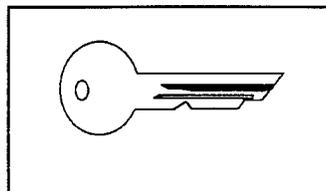
### Key Features

#### III-1. Turn-Key Training

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**What is Turn Key Training?**

In turn-key training, the unit receives all plan/prep materials prior to the scheduled exercise date. These materials include:



- OPORDs.
- Overlays.
- Maps.
- Exercise, Task, and Subtask Summaries.

Units arrive at a training site, focused on execution. They are responsible for minimal set-up and support operations.

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**Concept**

In turn-key training, the unit:

- Schedules training.
  - Receives and uses pre-exercise materials to rehearse at home station.
  - Arrives at training site and executes mission(s).
  - Receives feedback.
-

## III-2. OPFOR

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**Exercise Control** The SIMUTA-G company and platoon tables are designed to provide a doctrinally-correct, credible OPFOR.

The Battlemaster and Unit Observer act as OPFOR Controllers and perform their mission in accordance with the exercise design.

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**Full  
Integration**

Each SIMUTA table is designed so that:

- OPFOR operations are structured to meet training objectives.
  - OPFOR actions are incorporated in data collection instruments.
  - Controller guidelines stress reporting specific OPFOR actions and characteristics.
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### III-3. Execution

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**VTP Emphasis** VTP training in SIMNET is focused on *execution*, thus providing the commander a valuable tool to assess his unit's performance.

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**What is "Execution-centered?"** Crews through company-level are able to execute the selected mission without lengthy preparation and planning.

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### III-4. Structured After Action Reviews

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**Purpose**

AARs are conducted to help a unit sustain satisfactory performance and improve competency. Specifically:

- Observers focus on ARTEP-MTP task performance driven by scenario events.
  - AARs are organized around critical activities that represent key performance criteria indicative of successful performance.
  - Observers facilitate the AAR discussion to look at "how to improve" unit performance.
- 

**Focus**

The focus during AARs includes:

- Critical activities relating to unit operations, including maneuver unit tactical performance.
  - ARTEP-MTP tasks.
  - Key training objectives identified by the commander.
- 

**Multi-level  
Observation**

Separate AARs may be conducted for each echelon that trains, e.g., company/teams and armor platoon, within each table.

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### III-5. Take Home Package

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**Purpose**

The Take Home Package (THP) is a detailed compilation of the observations made by the Unit Observer and unit personnel during their training.

Units should plan on preparing their own THP after each SIMNET visit.

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**Contents**

Contents of the THP are based on Observer notes during execution and Observer and unit input during AARs. They should consist of Unit Observer notes made during the training (event guides) and during the AAR. UPAS reports which illustrate unit strengths and weaknesses should also be included.

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**Training Use**

The THP is designed to help the unit commander identify areas where unit performance was most effective, and zero in on areas needing improvement. This information can help in planning unit follow-on training.

## Chapter 2

### Organization and Training of Platoon/Company Observers

#### Purpose

#### Guidelines

---

This chapter provides information on the organization and training of unit personnel to perform their duties as observers during a platoon or company SIMUTA-G table.

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#### Contents

This chapter contains the following information.

Section	Topic	See Page
I	Organization for Observation	13
II	Training and Preparing Company/Team and Platoon Observers	14

---

## Section I

### Organization for Observation

#### I-1. Personnel

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**Requirements**

When a unit participates in a SIMUTA-G table at least one (1) person should be dedicated to the role of Observer. Units may choose to have others as well, either in training to be observers, or as sources of additional feedback.

If a unit is trained and prepared to handle the duties of the Battlemaster during the exercise, a separate person or persons should be assigned to fulfill the duties of the Observer.

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**Echelon  
Matching**

The Unit Observer should be qualified in mission execution at the level of the table being trained. The table below provides recommendations for unit observation.

Unit Observer	Unit personnel
Platoon Table with PSG in command	PSG/PLDR of other unit platoon, Master Gunner, XO, or Co Cdr
Platoon Table with 2LT/1LT in command	PLDR of other unit platoon, XO or Co Cdr
Company Table with 1LT/CPT in command	Co Cdr of other unit company, S3, XO, or Bn Cdr

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## Section II

### Training and Preparing Company/Team and Platoon Observers

#### II-1. Pre-requisite Experience

---

**General**

It is essential that all observers be:

- Experienced in tactical operations.
- Familiar with the National Training Center (NTC) or the NTC in simulation.
- Experienced in simulation, especially SIMNET.

All personnel serving as observers should study the training materials and become familiar with the observation equipment prior to table execution.

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**Company/Team**

Observers of company/team table execution should meet the following requirements:

- Graduate of a Combat Arms Officer Advance Course (or equivalent).
  - At least six (6) months experience as a company commander.
- 

**Platoon**

Observers of platoon table execution should meet the following requirements:

- Graduate of a Combat Arms Officer Basic Course (for Officers) or graduate of the Armor Advanced NonCommissioned Officer Course (for NCOs).
  - At least six (6) months experience as a PLDR or PSG.
-

## Chapter 3

### Controlling/Observing a Company/Team or Platoon Exercise

#### Purpose

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#### Guidelines

This chapter provides information for all personnel involved in controlling/observing company/team and platoon SIMUTA-G tables before, during, and after table execution.

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#### Contents

This chapter contains the following information.

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III	Conducting Exercise Execution	19
IV	After Action Reviews	20
V	Post Exercise	22

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# Section I

## Pre-Exercise

### I-1. Getting Ready

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**Phase Timing** The Pre-exercise phase starts when a unit decides to conduct one or more SIMUTA-G tables and ends when the unit arrives at the SIMNET Site.

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**Initial Coordination** A key element of the pre-exercise phase is the coordination between the Grafenwoehr SIMNET Site and the unit. Once a date/time decision is made the Site personnel should provide information to the training unit.

Specifically, a copy of the appropriate OPORD and overlay, and task summary information from the Appendices should be sent to the unit prior to their arrival. This will allow the unit time for study and rehearsal prior to the day of training.

Note: When the unit arrives at the SIMNET site the Battlemaster will conduct a final review to cover last minute alterations to the training plan.

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**Key Coordination Activity** Training preparation information should be recorded on the standard Grafenwoehr Site Planning Sheets. Specific coordination points should include:

- Table(s) desired for training.
  - Number and type of simulators needed.
  - Time available for training.
  - Competency and number of unit observers.
  - Requested changes based on unit SOP.
  - Rehearsal/practice requirements.
  - Other training needs.
- 

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## I-1. Getting Ready, Continued

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<b>Site Activity</b>	The Grafenwoehr SIMNET Site should prepare for the SIMUTA-G training as they do for other SIMNET Training.
<b>SIMUTA-G Site Preparation</b>	<p>To properly prepare for SIMUTA-G training, the following additional preparations should be made at the Site:</p> <ul style="list-style-type: none"><li>• Scheduling and checking of equipment (UPAS, STEALTH, Datalogger, ModSAF, communications, AAR Site).</li><li>• Scheduling/Training/Rehearsal of Battlemaster to assist training.</li><li>• Setup of SIMUTA-G Training areas.</li><li>• Review of selected SIMUTA-G table(s).</li></ul>

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## Section II

### Exercise Preparation

#### II-1. Actions prior to STARTEX

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**Table Preparation**

Table preparation includes activities which should be performed by the Battlemaster and Unit Observers on the day of the exercise but prior to STARTEX. They include the following:

- Update of Unit plans and training status (number of simulators required, etc.).
- PMCS of selected simulators.
- Setup of Battlemaster/Unit Observer work area.
- Review of SIMUTA-G table material.
- Setup of Unit AAR area.

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**Rehearsals**

Prior to execution, the training unit should take time to conduct a rehearsal. Both Battlemaster and Unit Observer should attend and observe.

Following the rehearsal the Battlemaster and Unit Observer should compare notes, then rehearse/review the actions they will take during table execution.

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**Guidelines**

Table-specific Battlemaster and Unit Observer duties are described in the Event Guides found for each table in Parts II and III of this book.

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## Section III

### Conducting Exercise Execution

#### III-1. General Guidelines

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**Definition** Table execution starts when the Unit reports for their table preview. Table execution ends when the Battlemaster/Unit Observer calls "change of mission."

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**Table Execution** Each table is divided into three phases:

- Table Preview.
  - Table Execution.
  - AAR.
- 

**Execution Overview**

The following table describes the phases during execution.

Phase	Actions
Table Preview	This phase starts when the unit gathers to hear the Table Preview. The unit receives the situation, observes the STEALTH overview of the battlefield, and reviews tasks and critical subtasks to be performed. The unit commander is then given a final opportunity to discuss execution with his unit and they report to the simulators.
Table Execution	This phase starts when the unit reports REDCON 1 and the Battlemaster/Unit Observer orders the unit to begin movement. During this phase tactical maneuver takes place and is observed by the Battlemaster and Unit Observer.
AAR	This phase begins when The unit reports for their AAR. The unit discusses their performance according to the AAR guide found in each table.

## Section IV

### After Action Reviews

#### IV-1. Overview

---

<b>Purpose</b>	This section provides general information on the AAR process. Information in Chapter 1, Section III provides the conceptual basis for the AAR information presented here. Mission-specific guidelines for each table can be found in Parts II and III.
<b>Process</b>	<p>At the conclusion of each table, the Unit Observer and Battlemaster should discuss unit performance (based on task performance and their observation of the battle) to prepare for the AAR.</p> <p>During the AAR session they should concentrate on allowing the unit to discover and discuss their strengths and weaknesses by focusing the discussion on observed tasks and subtasks.</p> <p>Use of the AAR tools (UPAS, STEALTH, and Datalogger) should be emphasized to provide concrete feedback to the discussion.</p>
<b>Guidelines</b>	Detailed AAR instructions are provided with each table, to including AAR worksheets and an AAR guide.
<b>Scheduling</b>	AARs are scheduled at the end of each table. All unit members should attend, along with the Unit Observer and Battlemaster. Informal AARs may be conducted during the table if the Battlemaster and Unit Observer believe the unit needs them.
<b>AAR Format</b>	The table on the following page portrays the basic AAR Format.

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## IV-1. Overview, Continued

Format for  
Co/Tm and Plt  
AARs

The following table briefly describes conduct of the AARs. Each table has a detailed AAR Guide for the Unit Observer to follow.

Step	Action
1	Introduction.
2	Review of tasks.
3	Review of commander's mission/intent
4	Review of enemy plan.
5	Battle summary (review of critical activities).
6	Discussion based on critical activities.
7	Identification of areas which unit should sustain or improve performance.

## Section V

### Post Exercise

#### V-1. Post Exercise Activities

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<b>Purpose</b>	This section discusses activities which should take place once the AAR is completed.
<b>Table Conclusion</b>	<p>At the conclusion of each table AAR, the Unit Observer, Battlemaster, and Unit commander should discuss whether to repeat the table, continue to the next table, repeat the table with some changes, or go on to other training.</p> <p>The discussion will be based upon unit performance and the training needs of the unit. Final decision will be up to the senior unit representative present.</p>
<b>Take Home Package</b>	<p>A Take Home Package (THP) should be prepared by the Unit Observer after each training session. The Unit Observer will prepare notes during the rehearsal and execution of the table and combine them with the notes he takes on the Event Guide forms.</p> <p>Combined with UPAS reports, these notes represent detailed feedback of ARTEP task performance by the unit and can be used to assess their training status.</p>
<b>THP Training Use</b>	Copies of the THP should be made for the unit in training and his next higher commander to assist in the scheduling of future training. Format of the THP should follow the format used by the unit in training for all AARs of their training events.

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## Chapter 4

### Site Management Instructions

#### Purpose

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#### Guidelines

This chapter provides information for all SIMNET site personnel involved in conducting company/team and platoon SIMUTA-G tables before, during, and after an exercise.

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#### Contents

This chapter contains the following information.

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# Section I

## Pre-Exercise Support

### I-1. System Preparation Overview

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**Configure  
Systems and  
Load Software  
Support**

The Grafenwoehr SIMNET site technical staff must configure the systems and load the software as follows:

ModSAF Driver: Version 2.0  
Two UPAS units and 1 Printer  
Stealth (SGI)  
Two back ends

Terrain Data Base: NTC  
Data Logger  
ModSAF/PVD

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**Operation  
Components**

SIMNET operation components at the site (*i.e.*, Combat Vehicle Simulators (CVSs), radio frequencies, and exercise IDs) will be allocated based on the requesting unit's training needs.

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**Operators**

Only Battlemasters and site technical personnel will be primary operators of the equipment, including the ModSAF, Stealth, DataLogger, the Unit Performance Assessment System (UPAS), and dual net CB radios.

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## Section II

### Exercise Preparation

#### II-1. Personnel

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**Battlemaster  
Preparation**

Prior to the day of training, the Unit Observer will have provided the site staff (Battlemaster or designated representative) with initial *SIMNET Plan Sheets* for the specified training (for subsequent tables, the Battlemaster will perform this task).

The Battlemaster carries out the actions listed on the table on the following page.

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## II-1. Personnel, Continued

### Battlemaster Preparation (cont.)

Step	Action		
1	Check operation of the ModSAF workstation, and associated radio nets.		
2	Conduct routine check of the CVS's to ensure they, and their sub-components, are operationally ready. Any faults found must be reported to the site technical staff immediately. (This step occurs once at the beginning of each training day.)		
3	<p>Prepare Unit Performance Assessment System (UPAS) for operation. This includes setting the:</p> <ul style="list-style-type: none"> <li>• Unit identification screen.</li> <li>• Data path screen.</li> <li>• Data collection screen.</li> </ul> <p>Once these screens are set, the UPAS will be placed in standby until the REDCON 1 command is given.</p> <p><i>Note: If the Battlemaster is not sure on how to set these screens, refer to the UPAS checklist or the UPAS Operating Guide.</i></p>		
4	After the Exercise Battlemaster has conducted the preview, load the appropriate scenario and overlay on the host ModSAF station.		
5	Verify ModSAF and the Master Overlay to ensure that they comply with <i>SIMNET Plan Sheets</i> . If there are any discrepancies, run the exercise as established in the ModSAF file, and note the discrepancy for later correction.		
6	Coordinate with site technical staff to use the OCS Datalogger. This coordination must be accomplished to ensure that the Datalogger is active and fully prepared to record the designated exercise. Once all parties are confident the Datalogger is ready, the Battlemaster can begin to record the exercise when REDCON 1 is given.		
7	<p>The standard ammo load for each type of vehicle is as follows (100% each):</p> <table style="width: 100%; border: none;"> <tr> <td style="width: 50%; vertical-align: top;"> <ul style="list-style-type: none"> <li>• M1 : HEAT 20</li> <li style="padding-left: 20px;">SABOT 35</li> </ul> </td> <td style="width: 50%; vertical-align: top;"> <ul style="list-style-type: none"> <li>• M2: TOW 7</li> <li style="padding-left: 20px;">25 MM:</li> <li style="padding-left: 40px;">• HEI 525</li> <li style="padding-left: 40px;">• AP 375</li> </ul> </td> </tr> </table> <p><i>Note: This ammo load is reflected on all plan sheets and is loaded by site staff as a default unless Battlemaster directs a change. Changes to this standard load can be requested by the Exercise Controller, in coordination with the Senior O/C and unit commander. This change must be made each time a new table is initiated with site staff.</i></p>	<ul style="list-style-type: none"> <li>• M1 : HEAT 20</li> <li style="padding-left: 20px;">SABOT 35</li> </ul>	<ul style="list-style-type: none"> <li>• M2: TOW 7</li> <li style="padding-left: 20px;">25 MM:</li> <li style="padding-left: 40px;">• HEI 525</li> <li style="padding-left: 40px;">• AP 375</li> </ul>
<ul style="list-style-type: none"> <li>• M1 : HEAT 20</li> <li style="padding-left: 20px;">SABOT 35</li> </ul>	<ul style="list-style-type: none"> <li>• M2: TOW 7</li> <li style="padding-left: 20px;">25 MM:</li> <li style="padding-left: 40px;">• HEI 525</li> <li style="padding-left: 40px;">• AP 375</li> </ul>		

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## II-1. Personnel, Continued

### Unit Observer

The following table contains actions that must be conducted by the Unit Observer prior to the scheduled exercise.

Step	Action
1	Check each manned CVS to ensure it is prepared for the exercise, including ensuring that the manned CVS was placed in the correct location and that its state matches that required by the <i>SIMNET Plan Sheet</i> for the specific table to be run.
2	Review comeback copies of the <i>SIMNET Plan Sheet</i> against the <i>Mission Matrix</i> . This is done to ensure that manned CVS locations are indicated by appropriate tactical bumper numbers, radio frequencies are assigned, the exercise identification number is designated, and all ModSAF elements required for the exercise have been placed.
3	With the Battlemaster and unit leaders, review the tasks and critical subtasks for the table(s) to be conducted.
4	With the Battlemaster, review the SIMNET NTC terrain using the stealth vehicle with the unit leaders or using maps and overlays.

## Section III

### Execution Support

#### III-1. Personnel

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**Duties and  
Responsibilities**

The following two tables outline the duties and responsibilities of the Battlemaster and Unit Observer during execution of company/team and platoon-level tables.

*Note: Start of execution is at REDCON 1.*

---

*Continued on next page*

### III-1. Personnel, Continued

Duties and  
Responsibilities  
(cont.)

<b>Battlemaster Support for Table Execution</b>	
<b>Step</b>	<b>Action</b>
1	<i>Operate equipment.</i> Operate ModSAF/PVD to initiate and control movement of SAF (many SAF movements are already specified as "on order" on the exercise files).
2	<i>Tethered SAF.</i> When running tethered (SAF) vehicles in an exercise, pay close attention to movement of tethered forces, in order to be able to react quickly if tethered vehicles move erratically or not at all.
3	<p><i>Artillery.</i> Firing friendly artillery during company/team tables should be restricted to targets consisting of concentrations of three or more static armored vehicles.</p> <p>The Unit Observer directs the Battlemaster to fire these targets in response to calls for fire (or reports) from the commander, company/team FSO, or platoon leader.</p> <p>All efforts must be made to ensure artillery is fired only when doctrinally correct. Ensure a reasonable time delay exists between the spot report and actual impact of rounds.</p>
4	<p><i>Monitor performance.</i> Critical subtasks can be monitored with equipment available at each the workstation and reported by the Battlemaster to the Unit Observer.</p> <p>The Battlemaster will operate the ModSAF/PVD controls to respond to requests by the Unit Observer for specific unit observations during execution.</p>

*Continued on next page*

### III-1. Personnel, Continued

Duties and  
Responsibilities  
(cont.)

---

<b>Unit Observer Support for Table Execution</b>	
<b>Step</b>	<b>Action</b>
1	<i>Tethered SAF.</i> When running tethered (SAF) vehicles in an exercise, pay close attention to movement of tethered forces, in order to be able to notify the Battlemaster quickly if tethered vehicles move erratically or not at all.
2	<i>Monitor performance.</i> Monitor performance of the unit on the critical subtasks. Ensure the Unit Observer is monitoring his assigned unit and following guidance contained in the specific table Event Guide.
3	<i>Support.</i> Provide continuous support to the Battlemaster.

---

## Section IV

### Post Execution Support

#### IV-1. Personnel

---

**Battlemaster**

The Battlemaster is responsible for performing the following actions after table execution.

Step	Action
1	<p><i>Datalogger.</i> Put the OCS Datalogger into playback, to ensure that the Datalogger is active and fully prepared to playback the designated exercise.</p> <p>Once all parties are confident that the Datalogger is ready, the Battlemaster will then begin to playback the exercise to support preparation of the AAR.</p>
2	<p><i>UPAS.</i> Quit the UPAS program. From this point on, UPAS should require minimal input from the Battlemaster as it generates its reports.</p> <p>In most cases, the Battlemaster will simply have to collect and sort the various reports based on requests by the Unit Observer.</p>
3	<p><i>AAR preparation.</i> Assist the Unit Observer in preparing for the unit AAR.</p> <p>The Unit Observer and unit commander should decide what points in the exercise are to be reviewed with the unit by means of the Datalogger playback.</p>
4	<p><i>AAR conduct.</i> Provide technical assistance during the unit AAR.</p>

---

# Appendix A

## Acronyms and Terminology

### Overview

---

<b>Purpose</b>	Define the acronyms and terminology used in the VTP training in a SIMNET environment.
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---

<b>AAR</b>	After action review
<b>ARI AFRU</b>	U.S. Army Research Institute for the Behavioral and Social Sciences, Armed Forces Research Unit located at Ft. Knox, KY.
<b>ARPA</b>	Advanced Research Projects Agency
<b>ARNG</b>	Army National Guard
<b>ARTEP</b>	Army Training and Evaluation Program
<b>BDE</b>	Brigade
<b>BM</b>	Battlemaster
<b>BN</b>	Battalion
<b>BOS</b>	Battlefield Operating Systems
<b>COLT</b>	Combat Observation/Lasing Team
<b>Control Team</b>	Portion of the Observer/Controller Team composed of controllers and interactors. Headed by the Exercise Controller.
<b>C</b>	Controller
<b>Controller</b>	A person who operates the simulation and its associated components (e.g., simulation-user interface, operator console, recording mechanisms, communications, report generation devices).
<b>C/I</b>	Controller/Interactor
<b>CP</b>	Command Post
<b>CTCP</b>	Combat trains command post
<b>EC</b>	Exercise Controller
<b>FM</b>	Field Manual
<b>I</b>	Interactor
<b>Interactor</b>	A person who plays the role of notional unit commanders, enemy forces, other supporting elements that are to be represented by live players, or will be only partially simulated.

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*Continued on next page*

## Acronyms and Terminology, Continued

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<b>Main CP</b>	Main Command Post
<b>MTP</b>	Mission Training Plan
<b>O</b>	Observer
<b>Observer</b>	A person who critically monitors the unit's performance and provides feedback in the form of after action reviews and summary reports.
<b>Observer Team</b>	Portion of the Observer/Controller Team composed of Observers.
<b>O/C</b>	Observer/Controller
<b>O/C/I</b>	Observer/Controller/Interactor
<b>O/I</b>	Observer/Interactor
<b>OPFOR</b>	Opposing Forces
<b>SIMNET</b>	Simulation Networking
<b>SIMUTA</b>	Simulation-Based Multiechelon Training Program for Armor Units. This was the contract name for the development of platoon, company and battalion exercises for the VTP. BDM Federal had the lead. BDM Federal was teamed with PRC Inc. and HumRRO
<b>SOI</b>	Signal Operating Instructions
<b>THP</b>	Take Home Package
<b>UO</b>	Unit Observer
<b>VTP</b>	Virtual Training Program (formerly known as the Reserve Component Virtual Training Program[RCVTP])

## Appendix B

### Standard Force Organization and Structure

#### B-1. Overview

---

**Introduction** This information provides a definition of the standard force structure for friendly (blue) and enemy (red) forces used in the SIMNET simulation during battalion task force training.

---

**Mission Organizations** Not all vehicles indicated by the diagrams found here are represented in SIMNET. For a specific count of vehicles you should refer to the table-specific SIMNET Plan Sheets found in Parts II and III.

---

**Contents** This sections contains the following information.

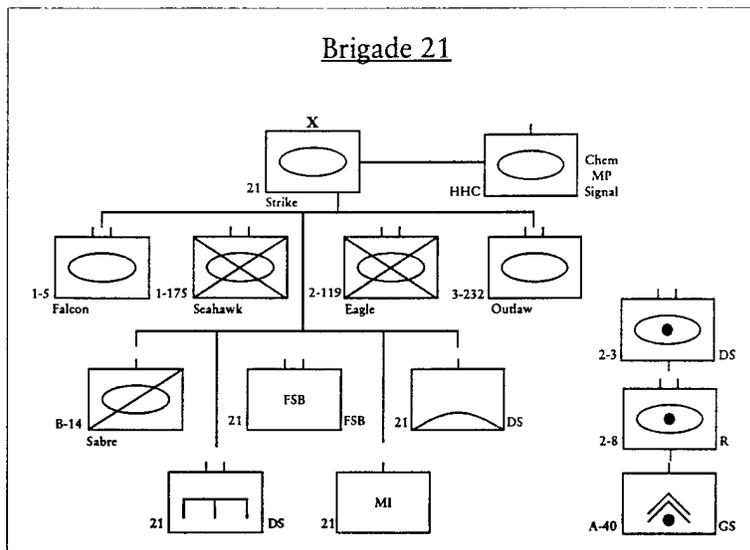
Topic	See Page
SIMNET Blue Forces	B-2
SIMNET Red Forces	B-4

---

## B-2. SIMNET Blue Forces

### Brigade 21

Brigade 21 is a balanced brigade equipped with M1 tanks, M2/M3 Bradleys, and HMMWV scouts under the -L series TO&E. This schematic represents the brigade.



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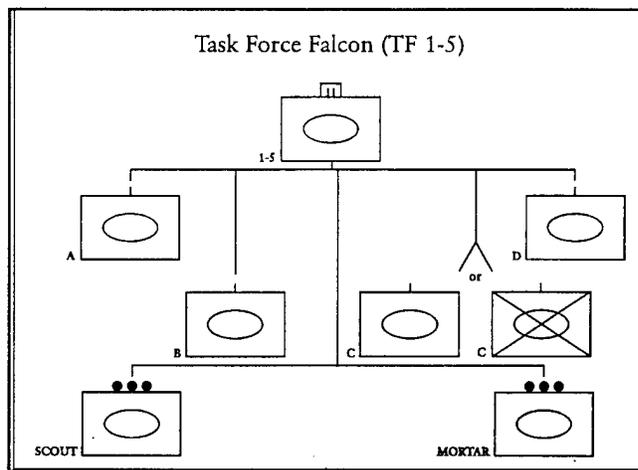
## B-2. SIMNET Blue Forces, Continued

### Task Force Falcon

Task Force Falcon (TF 1-5) is an armor heavy task force equipped with M1 tanks, M2 Bradleys, and HMMWV scouts under the L-series TO&E.

### TF 1-5 Organization for Battle

The organization of TF 1-5 is dependent upon the selected mission. The general organization is shown below. Specific task organization and allocation of vehicles can be found in the OPORDs in Parts II and III. TF Falcon can be either a pure armor battalion as a tank heavy task force.



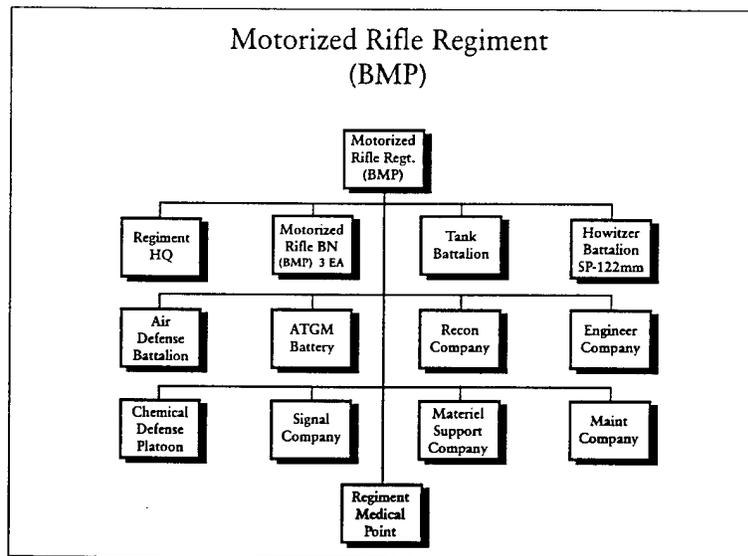
### B-3. SIMNET Red Forces

#### Introduction

The Red (OPFOR) force structure changes depending on the exercise. However, the basic organization illustrated below applies to the OPFOR elements throughout SIMUTA-G training.

#### OPFOR Structure in Simulation

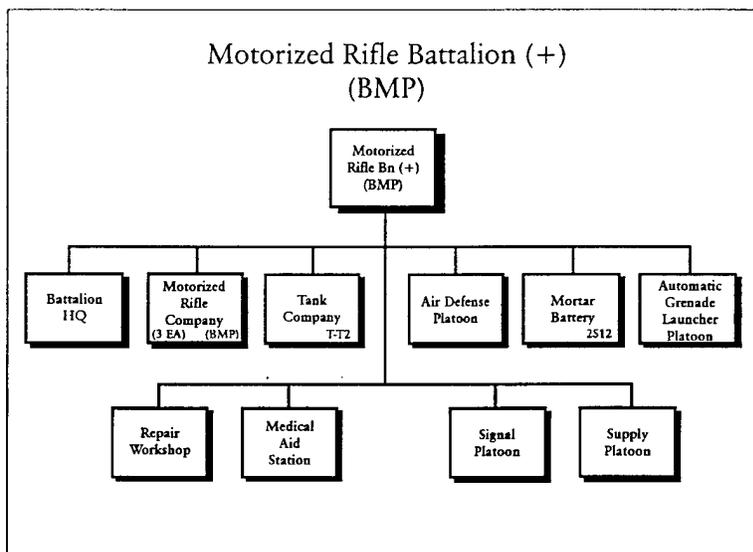
Only certain OPFOR elements are found in the SIMUTA-G tables. Generally, they include the fighting units (infantry, armor, or aviation).



For SIMUTA-G company and platoon tables, enemy forces consist of reconnaissance sections (helicopters and BMP sections) and Combat Reconnaissance Patrols (BMP sections, sometimes with T72s).

*Continued on next page*

### B-3. SIMNET Red Forces, Continued



# Appendix C

## Unit Rehearsals

### C-1. Overview

---

**Purpose** This information describes various techniques units may employ in preparing for company and platoon training in SIMNET.

---

**Contents** This section is divided as follows:

Title	See Page
Effective Rehearsals	C-2
Timing and Scope	C-3
Conducting the Rehearsal	C-4
Terrain Models/Sand Tables Rehearsal	C-6
Map Rehearsal	C-8
Radio Rehearsal	C-9

---

**References** National Training Center, Brigade Rehearsals, LTC Lee R. Barnes, Jr., Major Scott Henne and Major John Antal.

FM 25-101. *Battle Focused Training*. 30 Sept 1990.

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## C-2. Effective Rehearsals

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<b>Objective</b>	Rehearsals allow company commanders and platoon leaders to visualize the battlefield as it will be portrayed during execution of the operation, including the following elements: <ul data-bbox="472 468 1336 798" style="list-style-type: none"><li>• The relationship of each unit to those around it.</li><li>• Critical actions on the battlefield.</li><li>• The timing of key events.</li><li>• The criticality of units and actions to mission accomplishment.</li><li>• Actions of the OPFOR facing the task force.</li></ul>
<b>Practice</b>	Practice in executing tasks as given in the mission statement, commander's intent, and schemes of maneuver and fire support of the completed operation order will enhance unit training within the scheduled execution time constraints.
<b>Outcome</b>	Unit rehearsals ensure that task execution accomplishes the stated purpose of the operation and that the units have a common understanding of the commander's vision of the operation.

---

### C-3. Timing and Scope

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#### Timing

The time relationship between rehearsals and execution should include the following considerations:

- As close to training execution as possible (usually the night before or the morning of execution).
- Allow a minimum of 30 minutes for complete walk-through and discussion of the operation.
- Allow 30 minutes after rehearsal for subordinates to incorporate lessons learned into their execution plan.

---

#### Scope

Personnel who should be involved in rehearsals Include:

- Commanders (Company Commander/Platoon Leader)
  - Tank commanders.
  - Battlemaster.
  - Unit Observer.
-

## C-4. Conducting the Rehearsal

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<b>Introduction</b>	The rehearsal should be a structured exercise "conducted" by the unit leader, and focused on actions that take place during the exercise.
<b>Step 1</b>	<p>Gather the rehearsal participants and conduct initial orientation.</p> <p>Orient the operation overlay to the terrain model.</p> <p>Review the ground rules:</p> <ul style="list-style-type: none"><li>• Cdr controls.</li><li>• Plt Ldrs and tank commanders provide status.</li></ul>
<b>Step 2</b>	<p>Commander briefs:</p> <ul style="list-style-type: none"><li>• Mission statement.</li><li>• Current friendly situation.</li><li>• Friendly unit dispositions as of rehearsal start.</li><li>• Enemy situation.</li><li>• Enemy courses of action.</li></ul>
<b>Step 3</b>	<p>Subordinate commanders brief:</p> <ul style="list-style-type: none"><li>• Their units' dispositions and status.</li></ul>
<b>Step 4</b>	The commander walks the unit through the entire operation. Key events or decision points are discussed round table fashion to insure that essential elements are understood and all unit relationships are clear.

---

## C-5. Terrain Models/Sand Tables Rehearsal

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**Purpose** Terrain models and sand tables can be used as training aids during a rehearsal to provide a three-dimensional representation of the terrain on which the operation is to take place for execution practice.

---

**Model Size** A model, such as a sand table, may be large enough for participants to walk through the exercise, or it may be table top size.

---

**Materials** Any common material such as sand, gravel, or loose soil may be used to form the basic elements of the model.

To ensure that features are adequately represented, the following supplemental materials are recommended:

- Engineer tape.
- String or colored yarn for marking grid lines, control measures, and topographic features.
- Nails, pegs, and/or stakes.
- Index cards appropriately marked as unit symbols and other pertinent military symbols.
- Chalk.
- Spray paint - red, green, blue, and yellow.
- Tools - hammer, shovel (entrenching tool), tape measure.
- Maps and overlays.

---

**Scaling** Precise scaling of terrain and man-made features is impractical; however, linear scale representation is required, i.e. 1 meter = 1 kilometer.

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*Continued on next page*

## C-5. Terrain Models/Sand Tables Rehearsal, Continued

### Construction Steps

To make a sand table, follow these steps:

Step	Action
1	Choose appropriate scale.
2	Mark the tactical map grid lines with string, yarn, or engineer tape.
3	Construct vertical relief features and man-made features as appropriate maintaining relative size and position.
4	Mark topographic features such as rivers, bridges, marshes, etc.
5	Mark north with an arrow.
6	Use string, yarn, or engineer tape to mark all operational control measures.
7	Use index cards to label all numbered hills, objectives names, axes names, built up areas, or other essential named features.

## C-6. Map Rehearsal

---

**Purpose**

Maps can be used during rehearsals to provide a two-dimensional representation of the terrain on which the operation is to take place.

---

**Prepare map**

Follow these steps to prepare a map for a map rehearsal.

Step	Action
1	Obtain a 1:50,000 and a 1:250,000 map of the operation area.
2	Overlay the operational graphics from the operation overlay.
3	Highlight or label key features for ease of recognition.
4	Use micro-models or colored tabs (Post-Its) to indicate friendly and enemy unit dispositions.

---

## C-7. Radio Rehearsal

---

**Purpose** If time and resources are less than ideal, this type of rehearsal provides a method to practice execution without multiple resources.

---

**Requirements** All participants must be:

- Operational in a single voice communications net.
- In possession of the operation orders and overlays.

---

**Scope** The unit should only attempt to rehearse the critical points of the operation when conducting a radio rehearsal (e.g., actions on contact).

---

# Appendix D

## Execution Tools

### D-1. Overview

---

**Purpose** Keeping up with rapidly changing and fast-moving battlefield information is a primary challenge to the training unit. This appendix contains some tools that may help you prepare for your SIMUTA-G training.

---

**Contents** This appendix contains the following.

Title	See Page
Tactical SOP	D-2
Suggested Supply List	D-3

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## D-2. Tactical SOP

---

**Purpose**

The Unit Tactical SOP standardizes reporting procedures critical to an effective unit effort. Fort Knox Special Text 17-15, Armor Platoon SOP (May, 1990) and Fort Knox Special Text 17-16, Company/Team SOP (May, 1990) provide examples of the detail necessary for good platoon and company training.

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**Training Use**

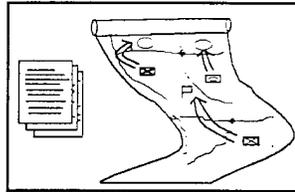
Before their scheduled training date, the unit must provide a copy of their tactical SOP to the Battlemaster.

---

### D-3. Suggested Supply List

**Purpose**

The following is a suggested list of supply items a unit might need during execution. These are items the unit is responsible for bringing execution if they want them.



Item	Minimum Quantity
Acetate	1 x roll
Scissors	2
Masking tape	2 x rolls
Duct tape (100 mph tape)	2 x rolls
Alcohol pens/grease pencils (colors - red, blue, black, green) Ink pens, pencils	Enough for map work, note-taking/message traffic for main and combat trains CPs.
Isopropyl, Rubbing Alcohol	2 x bottles
Paper, notepads	Enough for map posting for main and combat trains CPs.
Post-Its (3M)	Enough for map posting for main and combat trains CPs.
Stapler	2
Staple puller	2
DA Form 4004 Message Forms (or internal version) DD Form 4004 Standard Message Log	Enough for both CPs to operate.

## Appendix E

### Company/Team Tables

#### E-1. Overview

---

**Exercise  
Description**

The information that follows is a summary of the company/team tables and the company/team and platoon tasks and subtasks that CAB2/CTB2 and CAB2/CTB3 are designed to train.

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*Continued on next page*

## Company/Team

### Perform Attack Position Activities/

### Actions on Contact/Defend Against Air Attack (Active)

#### SUMMARY:

Company/Team A, TF 1-5 Armor, executes offensive tasks as a part of a Battalion/Task Force movement to contact on the NTC data base. The unit is currently located in AA TANK.

- CAB2/CTB2: The company/team maneuvers as the lead company/team in a TF movement to contact along AXIS WIN.
- CAB3/CTB3: The company/team executes actions on contact against enemy reconnaissance elements along AXIS WIN.

#### EXERCISE TASKS

Task Number	Task
<b>CAB2/CTB2:</b>	<b>Perform Attack Position Activities/Actions on Contact/Defend Against Air Attack (Active)</b>
17-2-C002	Defend Against Air Attack (Active)
17-2-0301	Perform Tactical Movement
17-2-0304	Perform Actions on Contact
17-2-0329	Perform Attack Position Activities
<b>CAB3/CTB3:</b>	<b>Tactical Movement/Actions on Contact</b>
17-2-0301	Perform Tactical Movement
17-2-0304	Perform Actions on Contact

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*Continued on next page*

# CRITICAL SUBTASKS

**PAGE**  
(See References)

## **CAB2/CTB2: Tactical Movement/Perform Attack Position Activities/ Actions on Contact/Defend Against Air Attack (Active)**

### Movement - (M)

- Company/team uses formations that maintain security during movement. 5-10
- Company/team employs movement formations appropriate to the changing situation. 5-11
- Company/team employs movement techniques appropriate to the changing situation. 5-12
- Company/team moves from the attack position and crosses the LD. 5-50

### Command and Control - (C)

- Commander controls company/team movement. 5-11
- Commander selects a course of action. 5-39
- Commander reports the situation to the battalion/task force commander. 5-40

### Actions on Contact - (A)

- A platoon locates enemy units in the company's/team's area of operation. 5-38
- Company/team conducts actions on contact. 5-38
- Company/team executes the course of action selected by the commander or directed by the battalion task force commander. 5-40
- Company/team defends against attacking enemy aircraft. 5-159

## **CAB3/CTB3: Tactical Movement/Actions on Contact**

### Movement - (M)

- Company/team uses formations that maintain security during movement. 5-10
- Company/team employs movement formations appropriate to the changing situation. 5-11
- Company/team employs movement techniques appropriate to the changing situation. 5-12

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*Continued on next page*

# CRITICAL SUBTASKS

## CAB3/CTB3: Tactical Movement/Actions on Contact

	<b>PAGE</b>
Command and Control - (C)	(See References)
• Commander controls company/team movement.	5-11
• Commander reports the situation to the battalion/task force commander.	5-40
Actions on Contact - (A)	
• A platoon locates enemy units in the company's/team's area of operation.	5-38
• Company/team conducts actions on contact.	5-38
• Company/team executes the course of action selected by the commander or directed by the battalion/task force commander.	5-40

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**REFERENCES:** ARTEP 71-1-MTP, *Mission Training Plan for the Tank and Mechanized Infantry Company and Company/Team*. 3 October 1988.

# ARMOR PLATOON CRITICAL SUBTASKS

## CAB2/CTB2: Perform Attack Position Activities/Actions on Contact/Defend Against Air Attack (Active)

### Command and Control - (C)

- Platoon sends a contact report to the commander.
- Platoon sends a complete spot report to the commander.
- Platoon leader directs a platoon battle drill.

### Movement - (M)

- Platoon executes the traveling technique of movement.
- Platoon executes the wedge formation.

### Actions on Contact - (A)

- Platoon executes an air attack drill.
- Platoon executes the contact drill.
- The tank commander who first observes the enemy takes action.
- The remainder of the platoon, upon seeing other vehicle(s) engage and hearing the contact report, takes action.
- Platoon identifies aircraft as friendly or enemy and takes appropriate action.
- Platoon leader directs a contact drill.
- Platoon leader orders an air attack drill.

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*Continued on next page*

### **CAB3/CTB3: Tactical Movement/Action on Contact**

#### Command and Control - (C)

- Platoon sends a contact report to the commander.
- Platoon sends a complete spot report to the commander.

#### Movement - (M)

- Platoon executes the traveling technique of movement.
- Platoon executes the wedge formation.

#### Actions on Contact - (A)

- Platoon executes the contact drill.
- The tank commander who first observes the enemy takes action.
- The remainder of the platoon, upon seeing other vehicle(s) engage and hearing the contact report, takes action.
- Platoon reacts to indirect fire.

---

**REFERENCES:** ARTEP 17-237-10-MTP, *Mission Training Plan for the Tank Platoon*.  
3 October 1988.

# Tasks, Critical Subtasks, and Standards By Table and Exercise

Company/Team  
ARTEP 71-1-MTP (10/88)

## Offense Exercises: Tactical Movement; Perform Attack Position Activities; Actions on Contact; Defend Against Air Attack (Active) (CAB2)

Task: Perform Tactical Movement (17-2-0301)

Page

- (M5) 2. Company/team uses formations that maintain security during movement. 5-10/11
- a. Maintains interlocking fields of fire.
  - b. Maintains dispersion laterally and in depth.
  - d. Establishes all-around movement security.
  - e. Utilizes available cover and concealment.
  - f. Changes formation based on terrain.
  - g. Maintains contact with units on the company's/team's flanks.
  - h. Main body is not surprised by enemy ground forces.
- (C2) 3. Commander controls company/team movement. 5-11
- a. Uses planned control measures.
  - b. Uses radio signals when enemy contact is made.
  - c. Positions leaders to control the unit.
  - d. Changes formations, movement techniques, and positioning of key weapon systems based on terrain and expected enemy threat.
  - e. Knows his location as a six-digit grid coordinate.
  - f. Reports the company/team location using the correct graphic control measures from FM 101-5-1.
  - g. Reports location and status to battalion task force per SOP or OPORD.
  - h. Monitors status and location of lead, flank, and following force elements.
- (M6) 4. Company/team employs movement formations appropriate to the changing situation. 5-11/12
- a. The column formation is used when early contact is not expected.
  - b. The wedge formation is used when contact is possible, but the location and disposition of the enemy is vague.
  - c. The Vee formation is used if the enemy is known to be located to the front.
  - d. The echelon formation is used when the battalion is providing flank security for a larger force.
  - e. The line formation is used during continuous movement with maximum firepower to the front (such as an assault).
  - g. Platoons move IAW T&EO 7-3/4-1025, ARTEP 7-8 and T&EO 17-3-0203 through 17-3-0211, ARTEP 17-237-10-MTP.

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*Continued on next page*

- (M7) 5. **The company/team uses different movement techniques in response to the changing situation.** 5-12
- a. Traveling is used when speed is necessary and contact with the enemy is not likely.
  - b. Traveling overwatch is used when speed is important but contact with the enemy is possible.
  - c. Bounding overwatch is used when contact with the enemy is expected.

**Task: Perform Actions on Contact (17-2-0304)**

- (A1) 1. **A platoon locates enemy units in the company's/team's area of operation.** 5-38
- a. Lead platoon makes initial enemy contact with minimum forces in order to prevent the enemy from accurately identifying the unit.
  - b. Prevents enemy reconnaissance elements from determining the location, strength, and actions of the company/team main body.
  - c. Reports the location, size, composition, and activity of the enemy to the company/team commander.

- (A2) 3. **The company/team conducts actions on contact.** 5-38/39
- a. Elements engaged by the enemy return fire, use maneuver and obscurant to achieve flank shots, and report the situation to the company/team commander.
  - b. All platoon and company/team headquarters monitor report of contact.
  - c. A report of contact is sent to the battalion task force commander.
  - d. Platoons conduct actions IAW T&EO 17-3-0221, ARTEP 17-237-10-MTP, and Battalion Drill 7-3/4-9013, React to Contact, ARTEP 7-8-MTP.

- (C3) 6. **Company/team commander selects a company/team course of action.** 5-39
- a. Unit attacks when the enemy is a defending platoon or smaller, a moving enemy company/team or smaller, or a surprised/unprepared enemy.
  - b. The unit fixes an enemy unit while the battalion task force bypasses.
  - c. The unit bypasses the enemy when mission dictates.
  - d. The company/team defends when the enemy in contact is significantly superior.

- (C4) 7. **The commander reports the situation to the battalion task force command post.** 5-39
- a. Reports enemy contact per SOP or order.
  - b. Reports company/team course of action.
  - c. Requests required assistance.
  - d. Recommends battalion task force course of action if enemy contact exceeds company/team capabilities.

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*Continued on next page*

**(A3) 8. The company/team executes the course of action selected by the company/team commander or directed by the battalion task force commander.** 5-40

- a. Bypasses or engages enemy elements as the mission dictates.
- b. Employs organic and supporting fire support to assist the maneuver.
- c. Uses all available cover and concealment.
- d. Maintains freedom of maneuver.

**Task: Defend Against Air Attack (Active) (17-2-C002)**

**(A6) 3. Stationary unit takes active air defense against attacking aircraft.** 5-159

- a. Gives air attack alarm as specified in TSOP.
- b. Engages attacking aircraft immediately with all available personnel (in accordance with engagement procedures).
- e. Visually identify attacking aircraft.
- f. Report any aircraft action to higher headquarters.
- g. Commander evaluates situation and moves unit position as directed by higher headquarters.

**Task: Perform Attack Position Activities (17-2-0329)**

**(M10) 4. Company/team moves from the attack position and crosses LD.** 5-50

- a. Vehicles depart on order or at the specified time.
- b. Company/team assumes appropriate tactical formation.
- c. Company/team reaches the LD at the time specified.

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*Continued on next page*

## Offense Exercises: Tactical Movement; Actions on Contact (CAB3)

Task: Perform Tactical Movement (17-2-0301)

Page

- (M5) 2. **Company/team uses formations that maintain security during movement.** 5-10/11
- a. Maintains interlocking fields of fire.
  - b. Maintains dispersion laterally and in depth.
  - d. Establishes all-around movement security.
  - e. Utilizes available cover and concealment.
  - f. Changes formation based on terrain.
  - g. Maintains contact with units on the company's/team's flanks.
- (C2) 3. **Commander controls company/team movement.** 5-11
- a. Uses planned control measures.
  - b. Uses radio signals when enemy contact is made.
  - c. Positions leaders to control the unit.
  - d. Changes formations, movement techniques, and positioning of key weapon systems based on terrain and expected enemy threat.
  - e. Knows his location as a six-digit grid coordinate.
  - f. Reports the company/team location using the correct graphic control measures from FM 101-5-1.
  - g. Reports location and status to battalion task force per SOP or OPORD.
  - h. Monitors status and location of lead, flank, and following force elements.
- (M6) 4. **Company/team employs movement formations appropriate to the changing situation.** 5-11/12
- a. The column formation is used when early contact is not expected.
  - b. The wedge formation is used when contact is possible, but the location and disposition of the enemy is vague.
  - c. The Vee formation is used if the enemy is known to be located front.
  - d. The echelon formation is used when the battalion is providing flank security for a larger force.
  - e. The line formation is used during continuous movement with maximum firepower to the front (such as an assault).
  - g. Platoons move IAW T&EO 7-3/4-1025, ARTEP 7-8 and T&EO 17-3-0203 through 17-3-0211, ARTEP 17-237-10-MTP.
- (M7) 5. **The company/team uses different movement techniques in response to the changing situation.** 5-12
- a. Traveling is used when speed is necessary and contact with the enemy is not likely.
  - b. Traveling overwatch is used when speed is important but contact with the enemy is possible.
  - c. Bounding overwatch is used when contact with the enemy is expected.

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*Continued on next page*

**Task: Perform Actions on Contact (17-2-0304)**

Page

- (A1) 1. **A platoon locates enemy units in the company's/team's area of operation.** 5-38
- a. Lead platoon makes initial enemy contact with minimum forces in order to prevent the enemy from accurately identifying the unit.
  - b. Prevents enemy reconnaissance elements from determining the location, strength, and actions of the company/team main body.
  - c. Reports the location, size, composition, and activity of the enemy to the company/team commander.
- (A2) 3. **The company/team conducts actions on contact.** 5-38/39
- a. Elements engaged by the enemy return fire, use maneuver and obscurant to achieve flank shots, and report the situation to the company/team commander.
  - b. All platoon and company/team headquarters monitor report of contact.
  - c. A report of contact is sent to the battalion task force commander.
  - d. Platoons conduct actions IAW T&EO 17-3-0221, ARTEP 17-237-10-MTP, and Battalion Drill 7-3/4-9013, React to Contact, ARTEP 7-8-MTP.
- (C4) 7. **The commander reports the situation to the battalion task force command post.** 5-39
- a. Reports enemy contact per SOP or order.
  - b. Reports company/team course of action.
  - c. Requests required assistance.
  - d. Recommends battalion task force course of action if enemy contact exceeds company/team capabilities.
- (A3) 8. **The company/team executes the course of action selected by the company/team commander or directed by the battalion task force commander.** 5-40
- a. Bypasses or engages enemy elements as the mission dictates.
  - b. Employs organic and supporting fire support to assist the maneuver.
  - c. Uses all available cover and concealment.
  - d. Maintains freedom of maneuver.

## Appendix F

### Armor Platoon Tables

#### F-1. Overview

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**Exercise  
Description**

The information that follows is a summary of the company/team tables and the company/team and platoon tasks and subtasks that PAB2 and PAB3 are designed to train.

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*Continued on next page*

# ARMOR PLATOON

## Tactical Road March/Tactical Movement/Actions on Contact

### SUMMARY:

2nd Platoon, Company A, 1-5 Armor, executes offensive tasks as a part of a battalion movement to contact on the NTC data base. The platoon is currently located in AA TANK.

- PAB 2: The platoon maneuvers as the lead platoon of the lead company in a battalion movement to contact along AXIS WIN, and executes actions on contact against enemy air and ground reconnaissance elements.
- PAB 3: The platoon executes actions on contact against enemy reconnaissance elements further along AXIS WIN.

### EXERCISE TASKS

Task Number	Task
<b>PAB 2: Tactical Movement/Actions on Contact</b>	
17-3-0209	Execute Traveling
17-3-0205	Execute a Wedge Formation
17-3-0221	Execute Actions on Contact
Battle Drill 4:	Air Attack Drill
<b>PAB 3: Tactical Movement/Actions on Contact</b>	
17-3-0205	Execute a Wedge Formation
17-3-0209	Execute Traveling
17-3-0221	Execute Actions on Contact

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*Continued on next page*

# CRITICAL SUBTASKS

## PAGE

(See References)

### PAB 2: Tactical Movement/Actions on Contact

- Platoon executes the traveling technique of movement. 5-51
- Platoon executes the wedge formation. 5-43
- Platoon sends a contact report to the commander. 5-86
- Platoon sends a complete spot report to the commander. 5-86
- Platoon leader directs a platoon battle drill. 5-86
- Platoon executes an air attack drill. A-13
- The tank commander who first observes the enemy takes action. 5-85
- The remainder of the platoon, upon seeing other vehicle(s) engage and hearing the contact report, takes action. 5-85
- Platoon identifies aircraft as friendly or enemy and takes appropriate action. A-12

### PAB 3: Tactical Movement/Actions on Contact

- Platoon executes the traveling technique of movement. 5-51
- Platoon executes the wedge formation. 5-43
- Platoon sends a contact report to the commander. 5-86
- Platoon sends a complete spot report to the commander. 5-86
- Platoon leader directs a platoon battle drill. 5-86
- Tank commander who first observes the enemy takes action. 5-85
- The remainder of the platoon, upon seeing other vehicle(s) engage and hearing the contact report, takes action. 5-85

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**REFERENCES:** ARTEP 17-237-10-MTP, *Mission Training Plan for the Tank Platoon*. 3 October 1988.

# Tasks, Critical Subtasks, and Standards By Table and Exercise

## Armor Platoon

ARTEP 17-237-10-MTP (10/88)

### Offense: Tactical Movement, Actions on Contact (PAB2)

	<u>Page</u>
<b>Task: Execute a Wedge Formation (17-3-0205)</b>	
<b>(M3) 3. Platoon executes the wedge formation.</b>	5-43
a. Platoon leader positions himself at either the 1 o'clock or 11 o'clock position where he can best control his platoon and according to his SOP.	
b. The PSG positions himself opposite the platoon leader at either the 11 o'clock or 1 o'clock position.	
c. The wingmen take up positions behind and to the outside of their respective section leader.	
d. Each tank commander maintains his tank's interval and speed in accordance with METT-T, platoon SOP, and platoon leader's guidance.	
e. Platoon orients weapon systems to provide security to the front and flanks.	
<b>Task: Execute Traveling (17-3-0209)</b>	
<b>(M2) 2. Platoon executes the traveling technique of movement.</b>	5-51
a. Platoon leader positions himself where he can best control the platoon for the formation ordered.	
b. Each tank commander maintains or adjusts his vehicle's position, interval, and speed based on the formation and METT-T.	
c. The platoon establishes all-around movement security if moving independently or orients in the direction(s) given in the OPORD, FRAGO, or SOP if moving as part of a larger force.	
d. Each tank commander maintains his vehicle's orientation using the wingman concept.	
e. The platoon moves continuously and as quickly as METT-T will allow.	
<b>Task: Execute Actions on Contact (17-3-0221)</b>	
<b>(A5) 1. The tank commander who first observes the enemy takes action.</b>	5-85
a. Returns or initiates fires to destroy or suppress the enemy.	
b. Takes evasive actions to seek cover or concealment and to avoid missiles.	
c. Alerts the platoon with a contact report.	

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*Continued on next page*

## Offense: Tactical Movement, Actions on Contact (PAB2)

- |  | <u>Page</u> |
|--|-------------|
| (A6) 2. The remainder of the platoon, upon seeing other vehicle(s) engage and hearing the contact report, takes action.  | 5-85        |
| a. Orients gun tubes to the cardinal direction given or in the direction that the vehicle(s) has engaged.  |             |
| b. Returns or initiates fires using a fire pattern of frontal and a fire technique of simultaneous to destroy or suppress the enemy element.   |             |
| c. Scans for additional enemy targets.   |             |
| (C9) 3. Platoon leader directs a platoon battle drill.   | 5-86        |
| a. Directs an action drill, contact drill, or air attack drill, as appropriate, that masses the platoon's fires on the enemy while maintaining the integrity and control of the platoon.                 |             |
| (C5) 4. Platoon leader sends a contact report to the commander.  | 5-86        |
| a. Platoon leader alerts the company team commander with a contact report on the company net immediately after ordering the battle drill.  |             |
| (C6) 6. Platoon leader sends a complete spot report to the commander.  | 5-86        |
| a. Reports when the platoon gains control of the situation at its level.   |             |
| b. Reports if the enemy situation has changed enough that the platoon leader must update the contact report to provide detailed information about the enemy, so the commander may develop the situation. |             |
| c. Reports if the enemy has been destroyed.  |             |
| d. Reports if the platoon needs assistance to destroy or suppress the enemy force.   |             |

### Task: Air Attack Drill (Battle Drill 4)

- |   |      |
|---|------|
| (A7) Platoon identifies aircraft as friendly or enemy and takes appropriate action.   | A-12 |
| 1. The vehicle that identifies the enemy aircraft beginning its run at the platoon alerts the platoon with a contact report.  |      |
| (A2) 3. Platoon executes an air attack drill.   | A-13 |
| a. Vehicles maintain at least 100-meter intervals and avoid creating a linear target for the attacking aircraft.  |      |
| b. If the platoon leader orders the platoon to fire, all vehicles orient on the aiming point and engage the aircraft with a high volume of machine gun fire using the proper lead technique for type of aircraft and direction of movement. |      |
| c. All vehicles scan for follow-on aircraft.  |      |

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*Continued on next page*

# Offense: Tactical Movement, Actions on Contact (PAB3)

Task: Execute a Wedge Formation (17-3-0205)

Page

(M3) 3. Platoon executes the wedge formation.

5-43

- a. Platoon leader positions himself at either the 1 o'clock or 11 o'clock position where he can best control his platoon and according to SOP.
- b. The PSG positions himself opposite the platoon leader at either the 11 o'clock or 1 o'clock position.
- c. The wingmen take up positions behind and to the outside of their respective section leader.
- d. Each tank commander maintains his tank's interval and speed IAW with METT-T, platoon SOP, and platoon leader's guidance.
- e. Platoon orients weapon systems to provide security to the front and flanks.

Task: Execute Traveling (17-3-0209)

(M2) 2. Platoon executes the traveling technique of movement.

5-51

- a. Platoon leader positions himself where he can best control the platoon for the formation ordered.
- b. Each tank commander maintains or adjusts his vehicle's position, interval, and speed based on the formation and METT-T.
- c. The platoon establishes all-around movement security if moving independently or orients in the direction(s) given in the OPORD, FRAGO, or SOP if moving as part of a larger force.
- d. Each tank commander maintains his vehicle's orientation using the wingman concept.
- e. The platoon moves continuously and as quickly as METT-T will allow.

Task: Execute Actions on Contact (17-3-0221)

(A5) 1. The tank commander who first observes the enemy takes action.

5-85

- a. Returns or initiates fires to destroy or suppress the enemy.
- b. Takes evasive actions to seek cover or concealment and to avoid missiles.
- c. Alerts the platoon with a contact report.

(A6) 2. The remainder of the platoon, upon seeing other vehicle(s) engage and hearing the contact report, takes action.

5-85

- a. Orients gun tubes to the cardinal direction given or in the direction that the vehicle(s) has engaged.
- b. Returns or initiates fires using a fire pattern of frontal and a fire technique of simultaneous to destroy or suppress the enemy element.
- c. Scans for additional enemy targets.

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*Continued on next page*

## Offense: Tactical Movement, Actions on Contact (PAB3)

- |  | <u>Page</u> |
|--|-------------|
| (C9) 3. Platoon leader directs a platoon battle drill.   | 5-86        |
| a. Directs an action drill, contact drill, or air attack drill, as appropriate, that masses the platoon's fires on the enemy while maintaining the integrity and control of the platoon.                 |             |
| (C5) 4. Platoon leader sends a contact report to the commander.  | 5-86        |
| a. Platoon leader alerts the company team commander with a contact report on the company net immediately after ordering the battle drill.  |             |
| (C6) 6. Platoon leader sends a complete spot report to the commander.  | 5-86        |
| a. Reports when the platoon gains control of the situation at its level.   |             |
| b. Reports if the enemy situation has changed enough that the platoon leader must update the contact report to provide detailed information about the enemy, so the commander may develop the situation. |             |
| c. Reports if the enemy has been destroyed.  |             |
| d. Reports if the platoon needs assistance to destroy or suppress the enemy force.   |             |

## Part II

### Company/Team Movement to Contact Exercise

#### Overview

---

**Purpose** This part provides guidance and instructions for preparation, set up, execution, and post execution activities for a movement to contact company/team table in SIMNET.

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**Contents** Part II contains the following chapters.

Chapter	Topic
1	OPORD and Execution Instructions
2	CAB2/CTB2 - Tactical Movement/Perform Attack Position Activities/Actions on Contact/Defend Against Air Attack (Active)
3	CAB3/CTB3 - Tactical Movement/Actions on Contact

---

# Chapter 1

## OPORD and Execution Instructions

### Purpose

---

### Guidelines

This chapter contains the tactical training tools needed to prepare for and conduct a company/team table.

---

### Contents

This chapter contains the following information.

Section	Topic	See Page
I	OPORD and Execution Tools	3
II	Guide to Company Tables	20

---

## Section I

### OPORD and Execution Tools

#### I-1. Introduction

---

**Guidelines**

This section includes the company/team operation order (OPORD). It also includes several training tools that are generic to all tables and should be used to prepare for and execute the SIMNET movement to contact company/team tables.

---

## I-2. Co/Tm OPORD Narrative

---

### Guidelines

The OPORD narrative that follows is the company/team movement to contact OPORD. It is written within the scope of an armor battalion movement to contact.

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*Continued on next page*

## **Company/Team Offense OPORD Narrative**

### **SITUATION:**

The 1st and 2d Pahrumpistan People's Army (PPA) Battalions have begun offensive operations in support of the Krasnovian Army. There has been only sporadic enemy contact since the 3d Bde arrived in this area.

The enemy is at 80 to 90% strength and morale is thought to be high. Equipment is BMP-2s, T-72s, and HIND-Ds, all in good condition. These units generally conform to the former Soviet style doctrine. The 1st and 2d PPA Battalions will likely attack to secure key terrain vicinity OBJs CHEVY and FORD to facilitate future attacks by first echelon Krasnovian divisions. In (TF)1-5 Armor's area of interest we can anticipate the 90th MRR following the 2d PPA Battalion. The 2d PPA Battalion will probably lead with reinforced platoons acting as combat reconnaissance patrols (CRPs), operating 3-5 kms forward of a reinforced company. This company will form the forward security element, approximately 5-10 kms ahead of the remainder of the battalion.

The battalion/task force commander intends to move quickly into and through the ATTACK POSITION, then move rapidly to secure the high ground and key passes in the objective area before any significant enemy forces arrive there. Once the objectives are seized, he intends to establish a security force well forward to PL QUINCY, to determine enemy dispositions and intentions. He expects to encounter enemy divisional reconnaissance patrols, advance guard reconnaissance patrols, and the forward security element prior to reaching the objective. As we encounter these forces, the Bn/TF Commander wants to strike quickly to destroy and/or neutralize them, then to press on into the objectives.

(TF)1-5 Armor initially conducts a tactical road march to ATK A; then conducts a movement to contact in a battalion diamond formation to secure OBJECTIVES IMPALA and CAMARO.

Company B conducts a tactical road march to ATK A, conducts a movement to contact on our left (southern) flank as the left element of the battalion diamond, prepares to assume Company A's mission, and secures OBJ CAMARO.

Company/Team C conducts a tactical road march to ATK A, conducts a movement to contact on our right (northern) flank as the right element of the battalion diamond, and secures OBJ IMPALA.

Company D conducts a tactical road march to ATK A, moves as the rear unit in the TF diamond as battalion reserve; on order secures OBJ NOVA.

The Battalion Scouts will conduct a route reconnaissance of ROUTE BLACK and an area reconnaissance of ATK A; they will then establish a screen line forward of PL MARTIN. On order, scouts screen the battalion left (southern) flank. On order, OPCON to Company A to screen along PL QUINCY.

A/2-18 FA (155 SP) is DS to the Bn.

## **MISSION:**

Co/Tm A conducts movement to contact along AXIS WIN as battalion/task force lead element at \_\_\_\_\_ to destroy enemy forces in zone; on order, provide support by fire for attacks on OBJECTIVES IMPALA and CAMARO; on order, pass through OBJECTIVE CAMARO and continue movement to PL QUINCY to screen BDE sector; on order, establish screen along PL TULSA. On order, accept the Scout Platoon OPCON to support the screen mission.

## **EXECUTION:**

We will move rapidly along AXIS WIN; our primary task is to provide the battalion/task force with information and security. I want to maintain dispersion as we move, so once contact is made, we will rapidly develop the situation but avoid becoming decisively engaged. At CP 69 we will establish support by fire positions that allow the battalion to attack and seize OBJ CHEVY. As the lead element in the battalion/task force diamond, I want to be ready to respond to any Threat in our axis of advance. Our desired end state is to have the company/team in battalion/task force reserve at CP 69 or screening along PL QUINCY or PL TULSA.

In PHASE I we will conduct a tactical road march from AA TANK along ROUTE BLACK to ATTACK POSITION ALPHA (ATK A). Order of march is 2d Plt, CO, FSO, 1st Plt, XO, 3d Plt, Combat Trains. We will halt in a herringbone at CP 1 for 5 minutes. At ATK A, we will stop only if necessary with 1st Plt in position 1; 2d Plt in position 2; 3d Plt in position 3.

In PHASE II we will conduct a movement to contact in a company/team wedge formation with platoons in wedges to establish a support by fire position at CP 69. 2d Plt leads the formation with 1st on the right, and 3d on the left. After we cross PL PHOENIX the FSO will prep OBJ CHEVY (OBJs CAMARO and IMPALA) to cover our movement into CP 69. 2d Plt clears CPs 20, 42, 55 and 80.

In PHASE III, at CP 69, 1st Plt occupies right side of SUPPORT BY FIRE POSITION. 2d Plt occupies center of SBF and 3d Plt occupies left side of SBF. As the other battalion/task force elements move onto the objectives, fires will be shifted to provide support to the battalion/task force.

In PHASE IV, on order, we move through OBJ CAMARO along LANE BAYOU and establish a screen along PL QUINCY. We will move out with 2d Plt leading followed by CO, FSO, 1st Plt, XO, 3d Plt. Platoon screen positions along PL QUINCY are indicated in the matrix and on the overlay.

In PHASE V, on order, we establish a screen along PL TULSA at points indicated in the matrix and on the overlay.

Priority Intelligence Requirements are:

- (1) 3 or more enemy vehicles.
- (2) Changes in the type of equipment or formations.
- (3) Any tanks.
- (4) Any Plt sized elements in prepared defensive positions.
- (5) Any vehicles withdrawing.

MOPP: 0    EFF: With this order.

ADA:

PHASE I: WHITE/HOLD.

PHASE II: RED/FREE.

CONSOLIDATION/REORG PRIORITY: Tanks, CSS.

RULES OF ENGAGEMENT: Do not engage targets at more than 2500m with direct fire.

BYPASS CRITERIA: Bypass enemy outside of Axis. We will fix and bypass any force plt-size or smaller unless it has tanks.

ARTILLERY: Call fires on formations of 3 or more stationary vehicles.

ACTIONS ON THE OBJECTIVE: Establish support by fire positions per overlay.

ROAD MARCH INSTRUCTIONS

Vehicle Density: open column, 100 meters between vehicles.

Rate of march: 30 kph

Time gap: 30 seconds between platoons.

Halts: CP 1 for 5 minutes.

Catch up speed: 40 kph.

### **SERVICE SUPPORT:**

The company/team combat trains will remain at ATK A until 2d Plt clears CP 20, then follow the company route of march. Once we have taken SBF 1,2 and 3, the trains will locate vicinity Contact Point 15. The 1SG will arrange for a resupply of critical ammunition and fuel at CP 69 using the service station method as the tactical situation permits. The UMCP will be at the combat trains. Medical aid, WIA/KIAs, decon, EPWs and damage equipment recovery will be as per SOP. Destroy disabled vehicles with direct fire. Current vehicle basic load is 35 SABOT, 20 HEAT.

### **COMMAND AND SIGNAL:**

I will follow 2d Plt initially. The XO will follow 1st Plt in the road march, and be center and rear of the 3d Plt during other movement. Succession of command will be XO, 2d, 1st, 3d Pldrs, FSO.

The Bn Main CP will move in the center of the battalion diamond. The alternate Bn CP is the CTCF, initially at ATK A. The Bn Cdr will follow us.

Company/Team Offense (Movement to Contact) Execution Matrix

EVENT	CO/TM	FSO	SCOUTS	1ST	2ND	3RD
Tactical Road March	ROUTE BLACK	With Cdr	TF Control	2nd	Lead	3rd
Cross LD	AXIS WIN	With Cdr	TF Control	North of MSR BILLY; focus on CP 86, 52, 87	Lead along MSR BILLY; focus on CP 20, 42, 80	South of MSR BILLY; focus on CP 22, 41, 63
CP 69	Support by Fire, OBJ CHEVY	Fires on OBJ CHEVY	TF Control	Right side of SBF, CP 97 - 82, OBJ IMPALA	Center of SBF, CP 83 - 82, OBJ IMPALA; O/O CP 83	Left side of SBF, CP 81 - 45, OBJ CAMARO
O/O Move to PL QUINCY	CP 83, 81, 89	With Cdr	TF Control	2nd	Lead	3rd
O/O Screen PL QUINCY	Screen on PL QUINCY	Fires forward of PL QUINCY	OP 11, Orient CP 94 OP 12, Orient CP 98	OP 23; Orient Northwest	OP 11, 12; Orient West	OP 13; Orient West
O/O, Move to PL TULSA	CP 94, 90	With Cdr	TF Control	Right of Co/Tm Wedge	Center/Lead of Co/Tm Wedge	Left of Co/Tm Wedge
O/O, Screen PL TULSA	Screen on PL TULSA	Fires forward of PL TULSA	TF Control	OP 41, Orient Northwest	OP 42, Orient West	OP 33, Orient West; Orient OP 32 and 33

**Target List (Offense)**

#	TARGET NUMBER	GRID	DESCRIPTION	REMARKS
1	AN2000	NK534133	ROAD JUNCTION	
2	AN2001	NK494110	HILL TOP	
3	AN2003	NK466130	ROAD JUNCTION	
4	AN2004	NK476153	ROAD BEND	
5	AN2006	NK378141	ROAD JUNCTION	
6	AN2007	NK369116	ROAD JUNCTION	
7	AN2008	NK323130	HILL TOP	
8	AN2009	NK348162	ROAD JUNCTION	
9	AN2010	NK271182	ROAD JUNCTION	
10	AN2011	NK245191	ROAD JUNCTION	
11	AN2012	NK246211	ROAD JUNCTION	
12	AN2013	NK270223	ROAD BEND	
13	AN2014	NK222240	ROAD JUNCTION	
14	AN2015	NK199220	HILL TOP	
15	AN2016	NK210258	ROAD JUNCTION	
16	AN2017	NK158238	ROAD JUNCTION	
17	AN2018	NK150266	SADDLE	
18	AN2019	NK164274	HILL TOP	
19	AN2020	NK180283	ROAD BEND	
20	AN2021	NK390170	ROAD JUNCTION	
21	AN2022	NK433141	ROAD JUNCTION	TGT GRP A1N
22	AN2023	NK442128	ROAD JUNCTION	TGT GRP A1N
23	AN2024	NK439117	HILL TOP	TGT GRP A1N
24	AN2025	NK402115	ROAD	TGT GRP A2N
25	AN2026	NK399112	HILL TOP	TGT GRP A2N
26	AN2027	NK399124	HILL TOP	TGT GRP A2N
27	AN2028	NK318158	ROAD BEND	TGT GRP A3N
28	AN2029	NK307149	ROAD BEND	TGT GRP A3N
29	AN2030	NK318147	ROAD JUNCTION	TGT GRP A3N

### I-3. Exercise Training Event Matrices

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#### Training Use

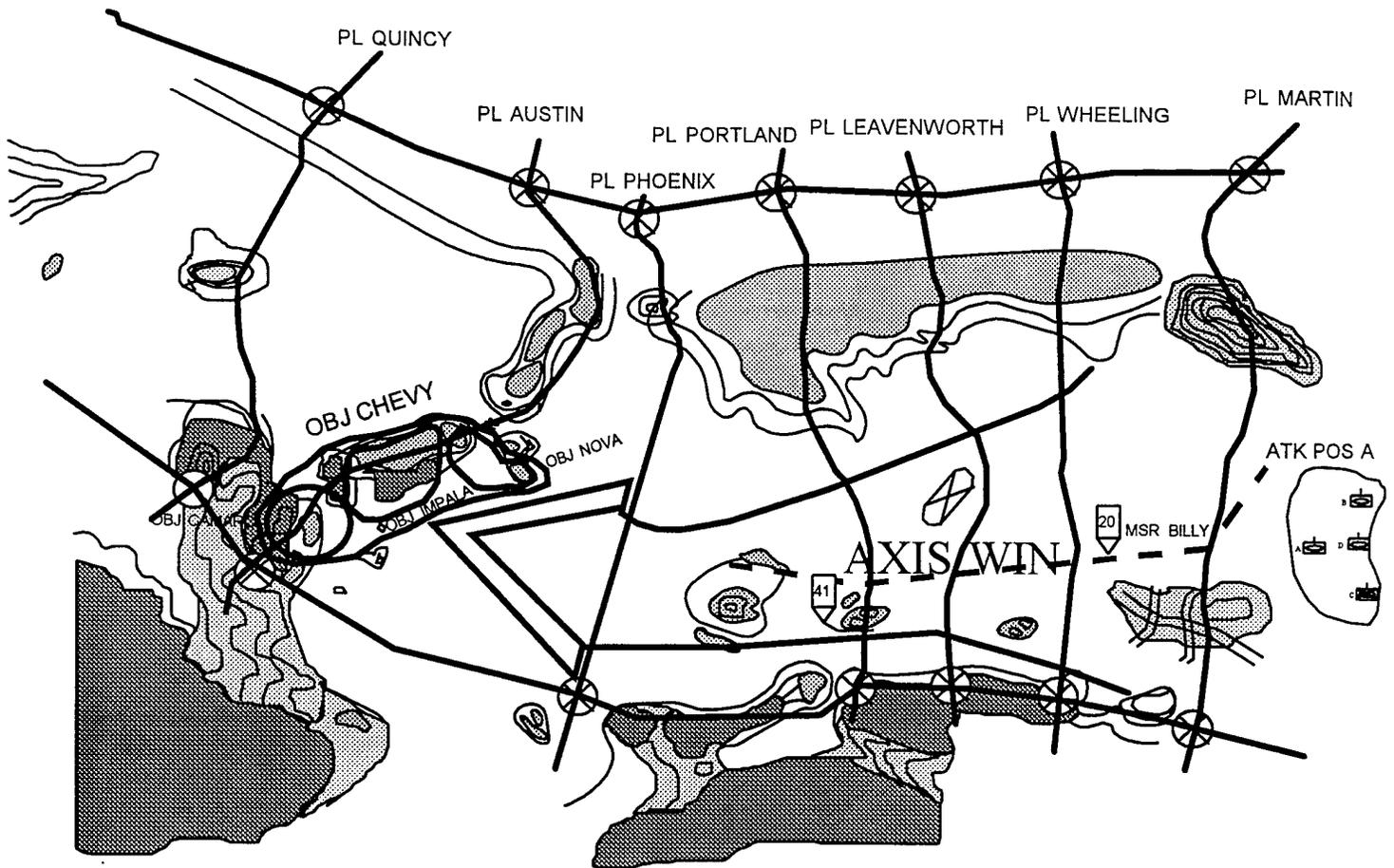
The Exercise Training Event Matrices are designed to help track the battle during execution. They are graphic representations of events that should take place during the company/team movement to contact SIMNET table.

There are separate graphics and corresponding matrices, that are distinguished by logical break points (tables) in the battle, for each table. They are:

- CAB2.
  - CAB3.
- 

*Continued on next page*

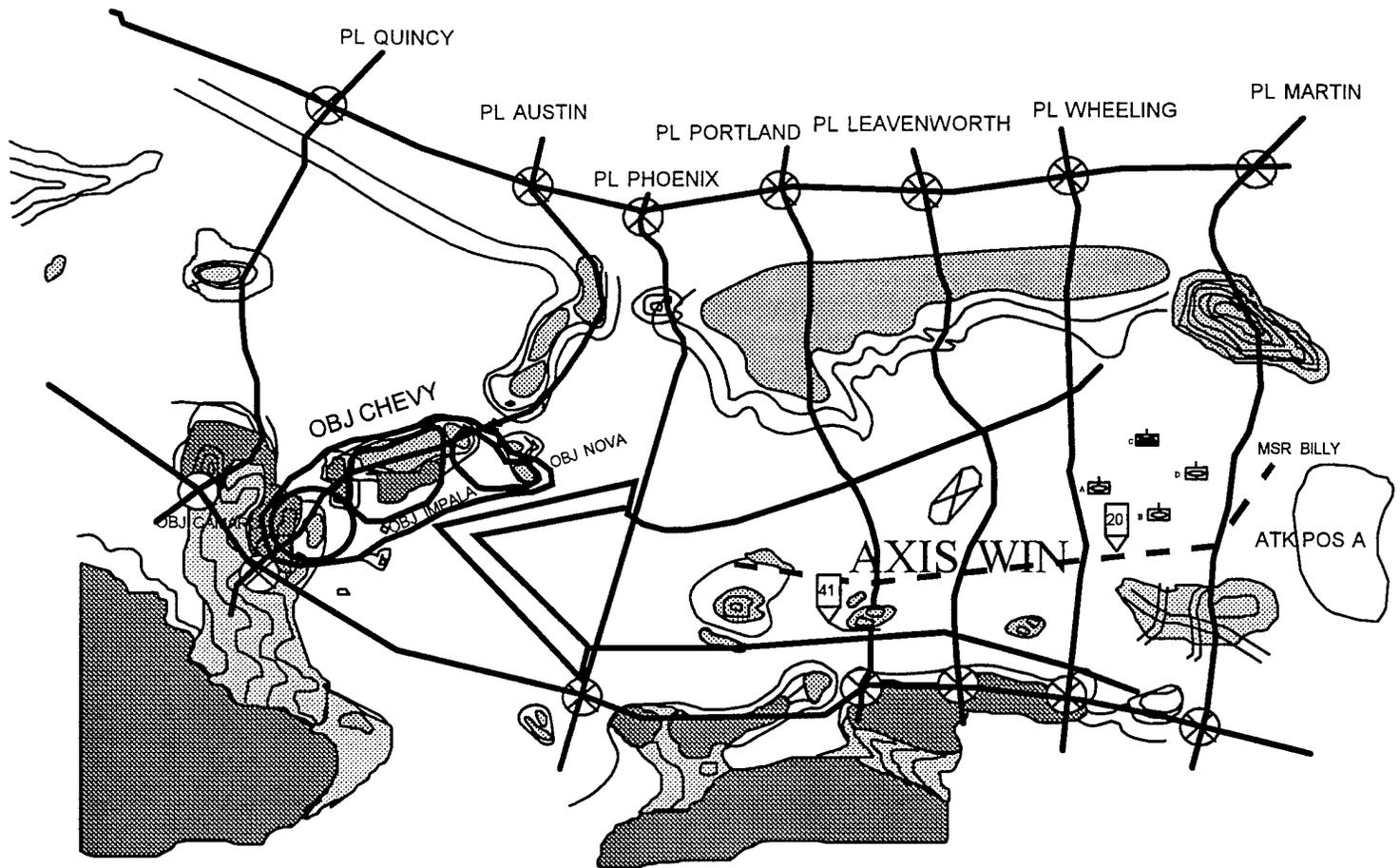
EXERCISE TRAINING EVENT MATRIX - MTC (CO)\*  
 CAB 2: TACTICAL MOVEMENT; ACTIONS ON CONTACT



EVENTS	BLUEFOR SUBTASKS	SUBUNIT ACTIONS	BLUEFOR/OPFOR
Move Out	Appropriate movement formations, Appropriate movement techniques, Cross the LD, Cdr controls Co/Tm movement	Travelling/ Movement Technques	AH-64 Moves
LD	Formations maintain security, Appropriate movement formations, Appropriate movement techniques, Cross the LD, Cdr controls Co/Tm movement	Travelling/ Movement Techniques; ID Aircraft	AH-64 Moves
CP 20	Formations maintain security, Approp move formations, Appropriate move techniques, Cdr controls Co/Tm movement	Travelling/ Movement Techniques	BMPs & HIND-Ds begin moving
BMPs; HIND-Ds	Cdr controls Co/Tm movement, Cdr selects COA, Cdr reports situation, Locate enemy, Actions on contact, Execute COA, Air Def	Contact Report, Actions on Contact, Spot Report; ID Aircraft & Take Action	Enemy destroyed or withdraws
PL WHEELING	Cdr controls Co/Tm movement	Travelling/ Movement Technique	N/A

\* If conducting the exercise as a team; change "Company" to "Team"

EXERCISE TRAINING EVENT MATRIX - MTC (CO)\*  
 CAB 3: TACTICAL MOVEMENT; ACTIONS ON CONTACT



EVENTS	BLUEFOR SUBTASKS	SUBUNIT ACTIONS	OPFOR
Move Out	Formations maintain security, Appropriate movement formations, Appropriate movement techniques, Cdr controls Co/Tm movement	Travelling/ Movement techniques	CRP begins moving
PL LEAVENWORTH	Cdr controls Co/Tm movement, Cdr reports situation, Formations maintain security	Travelling/ Movement Techniques	2nd CRP begins moving
CRPs	Locate enemy, Actions on contact, Execute COA, Cdr reports situation	Contact Report, Actions on Contact, Spot Report	CRP attempts to disengage
Indirect Fire	Cdr controls Co/Tm movement, Cdr reports situation	React to Indirect Fire	Artillery impacts around unit
PL PORTLAND	Cdr controls Co/Tm movement	Travelling/ Movement Techniques	CRP moves on return route if appropriate

\* If conducting the exercise as a team; change "Company" to "Team"

## I-4. SOI and SIMNET Frequency List

---

**SOI  
Description**

This extract is an abbreviated list of tactical call signs used during a company/team movement to contact SIMNET table.

The Battlemaster should provide the unit with a copy of this SOI extract if they do not have one of their own for execution.

---

**Frequency List  
Description**

The radio frequency list in this section should be used as reference for setting up tactical radios before an exercise and conducting radio checks on assigned frequencies.

A copy of this frequency list should be provided to the training unit for them to use during execution.

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*Continued on next page*

**FOR TRAINING USE ONLY**

**BDE 21 (AT) SOI EXTRACT**

UNIT	CALL SIGN	FREQ	SUFFIXES	
DIVISION CMD	VANGUARD		CDR	66/06
BRIGADE CMD	STRIKE		DEPUTY	SUFFIX + B
1-5 ARMOR	FALCON		XO	05
1-175 MECH	SEAHAWK		CSM/ISG	07
2-119 MECH	EAGLE		S-1	01
3-232 ARMOR	OUTLAW		S-2	02
B-14 CAV	SABER		S-3	03
HHC	HEADHUNTER		S-4	04
CO A	APACHE		S-5	08
CO B	BOUNTYHUNTER		SIGO	09
CO C	COMMANCHE		BMO	10
CO D	DESPERADO		FSO	30
SCOUT	SCOUT		NBC	31
MORTAR	MAILER		ALO	32
BDE A/L	SIERRA		A2C2	33
BDE O/I	VICTOR		PMO	35
1ST BDE	SLICE		IG	36
2ND BDE	KICK		PAO	37
3D BDE	HOOK		SJA	38
FSO	REDLEG		CHAPLAIN	39
FWD SPT BN	PACK MULE		DRV/RTO	D
ARTY BN (DS)	REDHIP		GSR	R
AVN BN	SNAKE		NCS	N
ENGR BN	SAPPER		MAIN CP	X
ADA BTRY	GOOSE		TAC CP	Y
MP PLT	DILLON		REAR CP	Z
SIGNAL PLT	WAVES			
CAS	SKYWALKER		ARMOR	T
CHEM PLT	BLACKFLAG		MECH	M

CHALLENGE: RAFFLE \_\_\_\_\_ PASSWORD: TINKER \_\_\_\_\_

**FOR TRAINING USE ONLY**

**BDE 21 (AT) SOI EXTRACT**

UNIT	CALL SIGN	FREQ	SUFFIXES	
1ST PLT	RED		PLT/SEC/TM LDR	6
2D PLT	WHITE		PLT/SEC/TM SGT	7
3D PLT	BLUE		TK 1/SQD SEC/TM	1
4TH PLT	GREEN		TK 2/SQD SEC/TM	2
SCOUT PLT	SCOUT		TK 3/SQD SEC/TM	3
MORTAR PLT	MAILER		TK 4/SQD SEC/TM	4
MEDICAL PLT	BLACK		# 5/SQD SEC/TM	5
			# 6/SQD SEC/TM	6
			# 7/SQD SEC/TM	7
			# 8/SQD SEC/TM	8
ARMOR	T		# 9/SQD SEC/TM	9
MECH	M		# 10/SQD SEC/TM	10
GUNNER	G		# 11 - 20	11 - 20
LOADER	L			
DRV/RTO	D			
CHALLENGE: RAFFLE _____ PASSWORD: TINKER _____				

### SIMNET FREQUENCY LIST

CHANNEL / FREQ	USER NET	CHANNEL / FREQ	USER NET
1 / 36.00		21 / 56.00	
2 / 37.00	SCT PLT	22 / 57.00	
3 / 38.00		23 / 58.00	
4 / 39.00	C CO CMD	24 / 59.00	A CO CMD
5 / 40.00		25 / 60.00	
6 / 41.00	D CO CMD	26 / 61.00	B CO CMD
7 / 42.00		27 / 62.00	
8 / 43.00	BN FIRE SPT	28 / 63.00	BN AJ
9 / 44.00		29 / 64.00	ENGINEER
10 / 45.00	BDE FIRE SPT	30 / 65.00	BN A/L
11 / 46.00		31 / 66.00	
12 / 47.00		32 / 67.00	BN CMD
13 / 48.00		33 / 68.00	
14 / 49.00		34 / 69.00	BDE A/L
15 / 50.00		35 / 70.00	CAS
16 / 51.00		36 / 71.00	BDE O&I
17 / 52.00		37 / 72.00	
18 / 53.00		38 / 73.00	BDE CMD
19 / 54.00		39 / 74.00	
20 / 55.00		40 / 35.00	SIMNET STAFF

NOTE: CHANNELS 12-22 (47.00 - 57.00) ARE AVAILABLE FOR PLATOON NETS AS REQUIRED. ALL OTHER CHANNELS ARE RESERVED.

## I-5. Master Scenario and Overlay Lists

---

**SIMNET and ModSAF**

The Master Scenario and Overlay Lists contain the titles and ModSAF overlay file names for all company/team scenarios and overlays for the company/team movement to contact tables.

---

**Training Use**

The Battlemaster needs to keep this list at his workstation to ensure his workstation is loaded with appropriate overlays prior to exercise initialization.

---

*Continued on next page*

## Master Scenario and Overlay Lists

### CAB2/CTB2

---

Scenario	File Number
Company/Team MTC Table 2	GCAB2.2

---

Overlay	File Number
Battalion/Company Operations Overlay	CAXXOMA.1
Fire Support Overlay	CATXOFS.1

---

*Continued on next page*

## Master Scenario and Overlay Lists, Continued

### CAB3/CTB3

---

Scenario	File Number
Company/Team MTC Table 3	GCAB3.3

---

Overlay	File Number
Battalion/Company Operations Overlay	CAXXOMA.1
Fire Support Overlay	CATXOFS.1

---

## Section II

### Guide to Company Tables

#### II-1. Exercise Intervention Guidelines

---

**General**

There are general intervention guidelines applicable to all Battlemasters and Unit Observers during a SIMNET company/team movement to contact table. Changes to training will be made only if necessary. Options that are least disruptive to the overall exercise will be preferred courses of action. Solutions should always minimize impact on exercise execution.

---

**Decision Authority**

The exercise Battlemaster, coordinating with the unit commander, has overall decision authority for all matters impacting on the conduct of training.

Because intervention during execution may be required to keep a unit within exercise parameters, the exercise Battlemaster may *recommend* actions to the unit commander which impact on their training but the two leaders should concur with each other on all actions which might cause the unit to deviate from their unit training plan.

---

**Exercise Battlemaster**

The exercise Battlemaster must be prepared to:

- Notify the Unit Observer after approved interventions have occurred.
  - Coordinate with the unit commander and Grafenwoher SIMNET site staff as needed.
- 

*Continued on next page*

## II-1. Exercise Intervention Guidelines, Continued

---

**Exercise  
battlemaster  
(cont.)**

Once an exercise has started, the Battlemaster should remain alert for orders or instructions that contradict or do not correspond with the established unit training plan.

When the Unit Observer has a situation he thinks needs intervention, he must contact the Battlemaster for authorization to take action.

---

**Target Problem**

The key to finding effective solutions is to identify the problem. To the extent possible, the Battlemaster should follow the intervention guidelines designated in this section.

---

**Possible  
Reasons**

Exercise intervention may be necessary when conditions exist that seriously threaten the training effect of an exercise. These conditions are normally the result of a:

- Technical interruption or failure.
  - Gross violation of scenario intent by the training unit.
  - Total breakdown in the unit's ability to perform.
- 

**Tactical**

If a problem is tactical, it might be solved by manipulation of OPFOR or message traffic issued by the Battlemaster or Unit Observer.

Examples of tactical problems include:

- Unauthorized change in mission initiated by the training unit.
  - Movement outside unit sector.
  - Failure to move or too rapid movement.
- 

**Combat Status**

Intervention, in the form of a FRAGO mission change or a change in the battalion battle plan, should occur whenever the training unit reports an overall RED combat status.

---

*Continued on next page*

## II-1. Exercise Intervention Guidelines, Continued

---

### Fire Support and CSS Changes

No changes can be initiated that increase fire support, combat support or service support beyond what is specified in the OPORD or other exercise control documentation, i.e., SIMNET plan sheets.

---

### Key Leader Survivability

If necessary, and authorized by the Unit Observer and Battlemaster, company/team commanders may move from a damaged or destroyed simulator to an operational simulator *once* during the exercise, unless otherwise specified by the Battlemaster.

Leaders may only go to the nearest manned simulator based on locations of entities in the SIMNET database. The Battlemaster will direct the unit leader to the designated simulator, per guidance from the Unit Observer.

---

### Stop/Restart Exercise

The only time a SIMNET exercise needs to be stopped and/or restarted, is when a unit consistently fails to meet training standards throughout the exercise.

This situation might call for the exercise to be stopped and Battlemasters and Unit Observers required to conduct informal AARs with their counterparts from the training unit to explain the problem and coach them into identifying and implementing corrections.

The exercise would then be re-initialized *from the beginning*.

---

### Approval

All interventions must be approved, directed, and supervised by the Battlemaster, in coordination with the unit commander.

---

*Continued on next page*

## II-1. Exercise Intervention Guidelines, Continued

---

**Coordination** In most cases, the Battlemaster and Unit Observer will work to issue message traffic that will enable the unit to continue execution.

The Battlemaster must coordinate closely with all Unit Observers to ensure they are aware of what is occurring, why it is occurring, and its impact on unit performance.

---

**Coaching** The initial form of intervention to use with maneuver units is coaching. Battlemasters and Unit Observers may coach to cause specific responses that will improve training value of the exercise.

Always base coaching on:

- Doctrine.
  - Tasks specified in the scenario order.
  - Information processing.
- 

**Message Traffic** Message traffic interventions channeled to the unit in training must be based on actual, reported unit activities, e.g.:

- Battalion/task force SITREP.
  - Back-brief.
  - Monitored FRAGO.
  - Reported combat status.
- 

*Continued on next page*

## II-1. Exercise Intervention Guidelines, Continued

---

### Misoriented Vehicles

The Battlemaster may assist misoriented vehicles as follows:

- Provide exact eight-digit grid coordinates to crews of platoon leader, company/team commander, executive officer, battalion task force commander, battalion task force S3, and scout section leader vehicles upon request. This replicates these leaders having a GPS.
- If misoriented crews come within line-of-sight of friendly ModSAF vehicles, the Battlemaster controlling the ModSAF must submit a SPOT report of contact with the misoriented vehicle to the first manned simulator in the ModSAF vehicles' chain of command. Do not mention that it is a misoriented vehicle unless appropriate.
- If the misoriented vehicle goes outside the unit area of operations, the Battlemaster may choose to have the adjacent unit report the vehicle in their area of operations or create a ModSAF vehicle to approach and coordinate with the misoriented vehicles.

---

### Replacements

Replacements are actually crews from the unit who were in vehicles already destroyed during the exercise.

---

*Continued on next page*

## II-1. Exercise Intervention Guidelines, Continued

---

### Use of Replacements

The Senior O/C must approve use of replacements during an exercise.

Guidelines for use of replacements include:

- The Battlemaster must provide them with their exact initialization location and new call signs and frequencies to use during the remainder of the exercise.
  - Re-initialize vehicles at the field trains location listed in the appropriate OPORD.
  - The number of replacements should not exceed four (4) each of the following vehicle simulators:
    - M-1 Tank.
    - M-2/3 BFV.
-

## II-2. Simulation System Failure

---

### Types

SIMNET system failures are divided into three categories based on estimated down time:

- *Major* (exceeding one hour).
- *Moderate* (between 30 and 60 minutes).
- *Minor* (anything up to 30 minutes).

The Battlemaster must obtain an estimate of the time to repair from Grafenwoher SIMNET site staff.

---

### Major Failure

Major failures might result in administrative interruption or exercise termination.

---

*Continued on next page*

## II-2. Simulation System Failure, Continued

---

**Minor Failure** During a minor failure, the Battlemaster (under guidance from the Unit Observer) should create and send message traffic indicating tactical reasons for delays or interruptions in mission execution.

---

**Possible Failure Situations** This table lists possible system failure situations and solutions.

IF...	THEN...
System (simulator or software) failure is <i>short-term</i> ....	Delay STARTEX and use other training materials until simulation is available, e.g., mapex or sandtable.
System (simulator or software) failure is <i>long-term</i> ....	Training priority should be given to personnel in leadership positions. Unit commander will decide which non-leader simulators will be sacrificed if all required equipment is not available.
Radio availability becomes problem....	Training units will operate within a one-net configuration.
Malfunction occurs early (less than 20 minutes) in the exercise....	Exercise should be restarted.
Malfunction occurs during an exercise more than half over....	Battlemaster should attempt to work through problem in an effort to complete exercise.

---

## II-3. UPAS Integration

### Guidelines

The information on the following two pages provides guidance on using UPAS during company/team SIMNET tables.

### Reports

To assist AAR and Take Home Package (THP) preparations, at ENDEX UPAS will automatically print 10 reports. These reports are designed to be standardized in nature and support AAR's and THP's. Reports available include firing activity, fratricides, crew errors, unit strength, and fire damage/casualties.

The following figure is what the UPAS Report Printing Menu looks like on the computer screen. It can be accessed by selecting option 4 from the Main Menu.

```
UNIT PERFORMANCE ASSESSMENT SYSTEM EASY ACCESS MENU
UPAS REPORT PRINTING MENU
IF YOU NEED TO:          TYPE:  AND      PRESS:
PRINT:
10.  ALL AAR REPORTS.....10          ENTER
10A. BLUEFOR/REDFOR VEHICLE LINE UP REPORT.....10A      ENTER
10B. BLUEFOR VEHICLE LINE UP REPORT.....10B      ENTER
10c. REDFOR VEHICLE LINE UP REPORT.....10C      ENTER
11.  BATTLE SUMMARY REPORT.....11          ENTER
12.  ENGAGEMENT REPORT.....12           ENTER
13.  FRATRICIDE REPORT.....13           ENTER
14.  FIRING ACTIVITY BY RANGE REPORT.....14          ENTER
15.  CREW ERROR REPORT.....15           ENTER
16.  BLUEFOR START/END UNIT STRENGTH REPORT.....16      ENTER
17.  REDFOR START/END UNIT STRENGTH REPORT.....17      ENTER
18.  DIRECT FIRE DAMAGE/CASUALTY REPORT.....18          ENTER
19.  INDIRECT FIRE DAMAGE/CASUALTY REPORT.....19          ENTER

--To return to the Main Menu, from any C:\> prompt, press 9 and enter --
December 14, 1994  Joseph J. Cassidy  PRC Inc.  VER 1.0 MOD:GM D.O. 027
```

C:\>\_

*Continued on next page*

### II-3. UPAS Integration, Continued

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Description of Reports	The table on the following page lists the different UPAS reports and provides a brief description of what they entail.
------------------------	--

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*Continued on next page*

UPAS Option	Description
10	Prints reports 10a through 19.
10A	Prints battle roster depicting Blue and Red Forces, Logical Player Number (LPN), and type of vehicle with its Bumper Number for all entities (CVS's or ModSAF Created) that participated in the table.
10B	Prints battle roster depicting Blue Forces, Logical Player Number (LPN), and type of vehicle and its Bumper Number for all entities (CVS's or ModSAF Created) that participated in the table.
10C	Prints battle roster depicting Red Forces, Logical Player Number (LPN), and type of vehicle and its Bumper Number for all entities (CVS's or ModSAF Created) that participated in the table.
11	<i>Note: SIMNET technology is not a gunnery trainer and the Battle Summary Report does not depict gunnery scores.</i> This report allows to weigh how many shots were fired by each specific type of vehicle, and within vehicle, the type of ammo used against a specific type of enemy threat.
12	Prints an engagement report, by vehicle bumper number showing type of round fired, range in meters, target vehicle bumper number, type of vehicle and result of this engagement. Allows reader to evaluate if proper ammunition was used against the threat. Also depicts if the crew fired within a prudent range.
13	Fratricide report depicts firing vehicle, time in which fratricide took place, target vehicle bumper number, result of this fratricide (Hit or Kill).
14	Firing Activity by Range. Allows reader to view trends in how the crew engages enemy. This report is sorted by vehicle and shows vehicle bumper number, seven ranges in meters (0-500, 501 - 1000, 1001 - 1500, 1501 - 2000, 2001 - 2500, 2501 - 3000, and 3001 and up), how many rounds were fired and within the ranges the minimum and maximum range fired. This report helps evaluate if crew fired within prescribed trigger point, or if the crew was firing way out of range.
15	Crew Error Report. CVS's will transmit crew error codes (status codes) and UPAS captures these codes and reports them. Some codes are concise while other codes are not clear. Report includes time, bumper number, and status code (listed below). At the moment of the AAR it is imperative to ask the crew of the vehicle with an unclear crew error code what happened at that moment. The following is a list of codes and meanings:  <div style="display: flex; justify-content: space-between;"> <div data-bbox="950 1533 1079 1837"> <p>CONCISE STATUS CODES</p> <p>12 = Veh. destroyed by collision.</p> <p>32 = Veh. damaged by collision.</p> <p>17 = Destroyed unsuitable terrain.</p> <p>37 = Damaged unsuitable terrain</p> </div> <div data-bbox="950 997 1031 1407"> <p>UNCLEAR STATUS CODES</p> <p>13 = Veh. destroyed by crew error</p> <p>33 = Veh. subsystem damaged by crew error.</p> </div> <div data-bbox="1055 94 1112 1407"> <p>If code 33 is attached to an M2 IFV, there is a possibility of a 25mm misfire. Code 33 failures in most cases results from crew error or abuse such as running an engine with the low oil pressure or hi-temp warning light lit.</p> </div> </div>
16	This report depicts how many blue vehicles started the battle, how many were destroyed and how many were alive at ENDEX.
17	This report depicts how many red vehicles started the battle, how many were destroyed and how many were alive at ENDEX.
18	The Direct Fire Damage\Casualty report provides you with information of which vehicle was responsible for the kill. Depicts the firing vehicle bumper number, type of round used, range, the target vehicle and the result of this firing event. Once again a reminder that SIMNET is not a gunnery trainer. This report is submitted to confirm which crew executed the kill. From this lesson we can learn which tactics went into effect to produce the kill, and clarifies beyond any doubt which crew is responsible.
19	Indirect Fire Casualty reports damage or casualties cause by indirect fire. Provides user with the time, vehicle bumper number , side (Blue or Red) and the status code (15 = Vehicle Destroyed, 35 Vehicle Damaged).

**Performance Measure Categories Matched to UPAS AAR Aids**

Performance Measures	AAR Aids	Tables/ Graphs	Battle Flow	Snapshot	Plan View	Fire Fight	Timeline
Movement and Firing					✓		✓
Friendly and Enemy Fires		✓			✓	✓	✓
Movement and Control Measures			✓	✓	✓		✓
Movement Technique and METT-T			✓	✓	✓		
Movement and Cover/Concealment			✓	✓	✓		
Weapon Orientation				✓	✓		
Halts and Cover/Concealment			✓	✓	✓		✓
Locations of Friendly Indirect Fire and Enemy Positions		✓				✓	
Spatial Relationships Among Moving Vehicles			✓	✓	✓		
Rate of Movement			✓		✓		✓
Location, Control Measures, and Communications							✓
Firing Events and Communications							✓

## UPAS Use in Armor Company/Team Tables

<i>Table</i>	<i>Tasks</i>	<i>Critical Subtasks</i>	<i>UPAS AAR Aid Utilization</i>	
<b>CAB2</b>	17-2-0329 Perform Attack Position Activities	M10 Cross the LD	Use <b>Battle Snapshot</b> to record time and formation of LD crossing	
	17-3-0301 Perform Tactical Movement	M5 Formations maintain security	Use <b>Battle Flow Chart</b> to trace unit movement. Use <b>Plan View Display</b> to record movement/formation	
		C2 Cdr controls Co/Tm movement		
		M6 Appropriate movement formations		
		M7 Appropriate movement techniques		
	17-3-0304 Perform Actions on Contact	A1 Locate enemy	Use <b>Plan View Display</b> to record actions on contact Use <b>Fire Fight</b> to show engagement	
		A2 Actions on contact		
		C3 Cdr selects COA		
		C4 Cdr reports situation		
		A3 Execute COA		
	17-2-C002 Defend Against Air Attack (Active)	A6 Air Defense (Active)	Use <b>Plan View Display</b> to record actions on contact Use <b>Fire Fight</b> to show engagement	
	<b>CAB3</b>	17-3-0301 Perform Tactical Movement	M5 Formations maintain security	Use <b>Battle Flow Chart</b> to trace unit movement. Use <b>Plan View Display</b> to record movement/formation
			C2 Cdr controls Co/Tm movement	
M6 Appropriate movement formations				
M7 Appropriate movement techniques				
17-3-0304 Perform Actions on Contact		A1 Locate enemy	Use <b>Plan View Display</b> to record actions on contact Use <b>Fire Fight</b> to show engagement	
		A2 Actions on contact		
		C3 Cdr selects COA		
		C4 Cdr reports situation		
		A3 Execute COA		
<b>GENERAL</b>		Use the <b>Timeline AAR Aid</b> throughout the table to establish event points, and reporting/communications Use the following <b>Tables/Graphs</b> for every table: <b>Fratricide Report; Engagement Report; Firing Activity by Range Report; Direct Fire Damage/Casualty Report</b>		

## Chapter 2

### CAB2/CTB2 - Tactical Movement/Perform Attack Position Activities/Actions on Contact/Defend Against Air Attack (Active)

#### Purpose

---

#### Guidelines

This chapter contains information specific to company/team table CAB2/CTB2.

---

#### Contents

This chapter contains the following information.

Section	Topic	See Page
I	Pre-Execution	34
II	Execution	44
III	Post Execution	53

---

# Section I

## Pre-Execution

### I-1. CAB2/CTB2 Execution Guidance

---

**Purpose**

This table is designed for the practice and execution of offensive tasks/skills. Units should be coached through the tasks. Tactical intervention is encouraged.

---

**Focus**

The focus should be on the company/team's reaction to contact and development of the situation, as well as techniques of movement and reporting. The Battlemaster should execute this table as though he were the battalion/TF S3 or commander directing the unit during a combat operation.

---

**Battlemaster Guidance**

The following table lists the parameters within which CAB2/CTB2 should be conducted.

Parameters	Notes
Artillery	Use once contact is made.
OPFOR	Use appearance of enemy to assess company/team reaction to contact.  Recon elements should <u>not</u> close with BLUEFOR; once they are identified, they should stop, then reverse course after 5 minutes if no action is taken against them.
BLUEFOR	None required.
Risk of system overload	Low.
Mission execution	Battalion/TF (Battlemaster role-play) should the unit to speed up if they are too slow in their movement.

---

*Continued on next page*

## I-1. CAB2/CTB2 Execution Guidance, Continued

### Exceeding ARTEP-MTP Standards

Units which experience minimal difficulty in performing the tasks/subtasks for table CAB2/CTB2 (see Poster 1) should be given the opportunity to execute additional tasks/subtasks.

The following table lists doctrinally appropriate supplemental events that may be employed.

Event	Insert	Cue	Results	Tasks added
1. Indirect fire	After FRAGO-CP22	Company identifies/reports BMP section	Company executes indirect fire drill	
2. BMP section	After reorientation to MSR BILLY	Company resumes orientation on MSR BILLY	Company executes actions on contact against BMPs moving from NK 460110 to NK 475120	NA

## I-2. CAB2/CTB2 SIMNET Plan Sheets

---

**Purpose**

The plan sheets contain all force information and provide instructions on how the movement to contact scenario is represented within the SIMNET database.

These plan sheets are used by the Battlemaster to input manned simulators in the database.

These plan sheets should be available during exercise execution in case a software or hardware problem necessitates re-entering this information in the database after the exercise has started.

---

*Continued on next page*



UNIT: COMPANY/TEAM  
 DATE: \_\_\_\_\_

SIMNET PLAN SHEET  
 CAB2/CTB2

EXERCISE ID: \_\_\_\_\_  
 TRAINING AREA: NTC  
 FREQUENCY: \_\_\_\_\_

**SAFOR COMBAT ELEMENTS**

UNIT TYPE	UNIT SIZE	LOCATION	AZIMUTH	BLUE/RED	FORMATION	GUNNERY LEVEL	OPENING RANGE	REMARKS
AH64	1 ID 1	NK585175	3200	BLUE	N/A	NO FIRE	N/A	FLY TO NK585050 TO NK575122 TO END PT NK540067, START WHEN TRAINING UNIT BEGINS MOVEMENT. 20m, 100 KNOTS. RT 1.
BMP	2 ID 11	NK475120	1600	RED	LINE	25%	1800	MOVE ON RT 11 FROM NK528114 TO NK544190. START WHEN TRAINING UNIT REACHES CP20. RETURN ON RT 11R TO NK494074.
HIND-D	2 ID 131, 141, 142	NK504060	6400	RED	LINE	25%	1500	MOVE FROM NK504067 TO NK503230 START WHEN TRAINING UNIT REACHES CP20. 20m, 100 KNOTS, RT 131. NOTE: ENSURE HELICOPTERS ARE INITIALIZED AT LEAST 200m APART ON THE SAME E/W GRID LINE.
BMP	2 ID 12	NK490170	1600	RED				MOVE TO RT 12 FROM NK517169 TO NK536155 TO NK556161 TO NK585155 TO NK596175. RETURN ON RT 12R FROM NK597170 TO NK586153, TO NK535153, to NK510176, TO NK520168 TO NK510186. 30 kph.
HIND-D	ID 151	NK534132	0000	RED				DESTROYED.

### I-3. Table Preview

---

**CAB2/CTB2  
Overview**

The Battlemaster or Unit Observer should read the following paragraph to unit leaders:

"Before you begin this tactical table, which focuses on tactical movement, performing attack position activities, actions on contact, and defending against air attack, I'll give you some information about your tactical situation.

I'll tell you the MTP tasks that this table covers, and the critical subtasks that we'll be concentrating on as you execute the table. Then we'll do a flyover of the terrain that you'll be on, using the stealth view.

Following this table, you will participate in an AAR, which will focus on these critical subtasks."

---

**Tactical  
Situation**

The Battlemaster or Unit Observer should read the following paragraph to unit leaders:

"Having completed the tactical road march, the company/team is now located at ATK ALPHA.

The company/team will cross the LD as the lead company/team in the task force movement to contact. Enemy contact is possible.

The PPA Bn will most likely be preceded by regimental recon, and attack with a CRP, followed by the FSE and main body to support the regimental attack. Their objective is probably the high ground vic OBJ CHEVY."

---

**Tasks and  
Critical  
Subtasks**

The Battlemaster or Unit Observer should read the following paragraph to unit leaders while referring to Poster 1:

"The events in this table will require you to perform a variety of tasks. The critical subtasks for this table are in the areas of Movement, Command and Control, and Actions on Contact."

---

*Continued on next page*

### I-3. Table Preview, Continued

---

**Stealth  
Overview**

The Battlemaster should use the stealth overview to show the unit their projected movement from ATK ALPHA to PL WHEELING and discuss task and subtask execution.

---

**Recap Tactical  
Situation**

The Battlemaster or Unit Observer should read the following paragraph to unit leaders:

"Again, the tactical situation is as follows: Having completed the tactical road march, the company/team is now located at ATK ALPHA.

The company/team will cross the LD as the lead company/team in the task force movement to contact. Enemy contact is possible.

The PPA Bn will most likely be preceded by regimental recon, and attack with a CRP, followed by the FSE and main body to support the regimental attack. Their objective is probably the high ground vic OBJ CHEVY."

---

*Continued on next page*

### I-3. Table Preview, Continued

#### Starting Locations

The Battlemaster should tell the unit their vehicle starting locations as presented in the following table.

Starting Location	Grid	Orientation in mils
A66	NK 599117	4800
A65	NK 599109	4800
A11	NK 596125	4800
A12	NK 596124	4800
A13	NK 596127	4800
A14	NK 596126	4800
A21	NK 596117	4800
A22	NK 596116	4800
A23	NK 596119	4800
A24	NK 596118	4800
A31	NK 596109	4800
A32	NK 596108	4800
A33	NK 596111	4800
A34	NK 596110	4800
A67 (FIST)	NK 599116	4800

#### Question Unit

The Battlemaster or Unit Observer should ask the unit if they have any mission-related questions.

#### REDCON 1

Based on his estimate of the amount of time the company/team needs for troop leading procedures, the Battlemaster should give the company/team commander a NLT time to be REDCON 1.

## I-4. CAB2/CTB2 Subtask/Task Poster

**Purpose**

---

The poster on the following page is designed as a visual aid to use during the company/team table preview and AAR. It lists the Critical Subtasks and ARTEP-MTP tasks on which CAB2/CTB2 is based.

---

*Continued on next page*

## CAB2/CTB2

### TACTICAL MOVEMENT/PERFORM ATTACK POSITION ACTIVITIES/ACTIONS ON CONTACT/DEFEND AGAINST AIR ATTACK (ACTIVE)

#### CRITICAL SUBTASKS

- **Movement:**
  - M5 Formations maintain security
  - M6 Appropriate movement formations
  - M7 Appropriate movement techniques
  - M10 Cross the LD
  
- **Command and Control:**
  - C2 Cdr controls Co/Tm movement
  - C3 Cdr selects COA
  - C4 Cdr reports situation
  
- **Actions on Contact:**
  - A1 Locate enemy
  - A2 Actions on contact
  - A3 Execute COA
  - A6 Air defense (active)

#### ARTEP-MTP TASKS

- 17-2-C002 Defend Against Air Attack (Active)
- 17-2-0301 Perform Tactical Movement
- 17-2-0304 Perform Actions on Contact
- 17-2-0329 Perform Attack Position Activities

FOSTER 1

## Section II

### Execution

#### II-1. CAB2/CTB2 Company/Team Event Guide

---

**Purpose** The table on the following pages is the Company/Team Event Guide. It is used to guide Battlemaster actions and record observations of unit performance during conduct of the table.

---

**Instructions** During the table, put a **circle** in the event box for critical subtasks that were not performed to standard.

Put a **check** in the event box for critical subtasks that were performed to standard.

Use comments/time block to make notes for playback and use during the AAR.

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*Continued on next page*

## CAB2/CTB2 Company/Team Event Guide

Observer Action	BM Action	Co/Tm Action	Critical Subtasks	Time/Comments
<p>"Guidons, this is Saber 3. Move out and cross LD. Move along AXIS WIN and orient on CP 20."</p>	<p>Start AH-64: <b>ID</b> <b>1. RT 1.</b></p>	<p>Co/Tm moves out in formation appropriate to current METT-T.</p>	<p>C2 [ ] Cdr controls Co/Tm movement.</p> <p>M6 [ ] Appropriate movement formations.</p> <p>M7 [ ] Appropriate movement techniques.</p> <p>M10 [ ] Cross the LD.</p>	

Observer Action	BM Action	Co/Tm Action	Critical Subtasks	Time/Comments
		Reports crossing the LD.	<p>M5 [ ] Formations maintain security.</p> <p>M6 [ ] Appropriate movement formations.</p> <p>M7 [ ] Appropriate movement techniques.</p> <p>M10 [ ] Cross the LD.</p> <p>C2 [ ] Cdr controls Co/Tm movement.</p> <p>C4 [ ] Cdr reports situation.</p>	

Observer Action	BM Action	Co/Tm Action	Critical Subtasks	Time/Comments
"Black 5, this is Saber 3. Scouts report a crashed HIND-D vic CP 20."		Unit acknowledges crosses and reports CP 20 and continues mission.	<p>C2 [ ] Cdr controls Co/Tm movement.</p> <p>M5 [ ] Formations maintain security.</p> <p>M6 [ ] Appropriate movement formations.</p> <p>M7 [ ] Appropriate movement techniques.</p>	

Observer Action	BM Action	Co/Tm Action	Critical Subtasks	Time/Comments
<p>"Black 5, this is Saber 3. Continue movement orienting on CP 42. -- BREAK -- Guidons, scouts report enemy aircraft moving along the southern boundary. Stay alert."</p>	<p>Start BMPs and HIND-Ds: <u>BMPs-ID 11, 12, RT 11, 12; HINDs-ID 131, 141, RT 131.</u></p> <p>Return BMPs on RTs 11R, 12R once contact is made with unit.</p>	<p>Unit observes BMPs and HIND-Ds, executes actions on contact and reports to higher.</p>	<p>A1 [ ] Locate enemy.</p> <p>A2 [ ] Actions on contact.</p> <p>A3 [ ] Execute COA.</p> <p>A6 [ ] Air defense (active).</p> <p>C2 [ ] Cdr controls Co/Tm movement.</p> <p>C3 [ ] Cdr selects COA.</p> <p>C4 [ ] Cdr reports situation.</p>	

Observer Action	BM Action	Co/Tm Action	Critical Subtasks	Time/Comments
"Black 5, this is Saber 3. Roger. Engage but do not chase. Continue mission."				
"Black 5, this is Saber 3. Occupy hasty defense on PL WHEELING. Orient on CPs 32, 36, and 42. Report when set."		Unit reaches and reports PL WHEELING. Reports set.	C2 [ ] Cdr controls Co/Tm movement.	

## II-2. CAB2/CTB2 Armor Platoon Event Guide

---

**Purpose**

The table on the following pages is the Armor Platoon Event Guide. It is used to record observations of unit performance during conduct of the table.

---

**Instructions**

During the table, put a **circle** in the event box for critical subtasks that were not performed to standard.

Put a **check** in the event box for critical subtasks that were performed to standard.

Use comments/time block to make notes for playback and use during the AAR.

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*Continued on next page*

## CAB2/CTB2 Armor Platoon Event Guide

Events	Plt Critical Subtasks			Time/Comments
	Movement	Cmd & Ctl	Act on Cnt	
Move out	M2 [ ] Traveling technique.			
	M3 [ ] Wedge formation.			
LD	M2 [ ] Traveling technique.			
	M3 [ ] Wedge formation.			
CP 20	M2 [ ] Traveling technique.			
	M3 [ ] Wedge formation.			

Events	Plt Critical Subtasks			Time/Comments
	Movement	Cmd & Ctl	Act on Cnt	
BMPs; HIND-Ds		C5 [ ] Contact report. C6 [ ] Spot report. C9 [ ] Pldr directs platoon battle drill.	A2 [ ] Air attack drill. A3 [ ] Contact drill. A5 [ ] TC who first observes enemy takes action. A6 [ ] Remainder of platoon takes action. A7 [ ] ID aircraft and take action. A9 [ ] Pldr directs contact drill. A10 [ ] Pldr orders air attack drill.	
PL WHEELING	M2 [ ] Traveling technique. M3 [ ] Wedge formation.			

## Section III

### Post Execution

#### III-1. CAB2/CTB2 AAR Worksheet

---

**Purpose**

During execution of CAB2/CTB2, the Battlemaster and Unit Observer should use the worksheet on the following page to review observations of unit performance, define unit "sustain" and "improve" areas, and identify performance trends.

They should also use this form to assess whether alternative events will be employed (see table execution guidance).

---

**Instructions**

Put a **circle** in the event box for critical subtasks that need to be emphasized during the AAR.

Put a **check** in the event box for critical subtasks that were performed to standard.

In the row labelled "**FINAL**," put a **circle** or a **check** to indicate performance on the critical subtask at the conclusion of the table.

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*Continued on next page*

## CAB2/CTB2 AAR Worksheet

EVENT	M5	M6	M7	M10	C2	C3
	Formations maintain security.	Appropriate movement formations.	Appropriate movement techniques.	Cross the LD.	Cdr controls Co/Tm movement.	Cdr selects COA.
Move out	////////////////////					////////////////////
LD						////////////////////
CP 20				////////////////////		////////////////////
BMPs; HIND-Ds	////////////////////	////////////////////	////////////////////	////////////////////		
PL WHEELING	////////////////////	////////////////////	////////////////////	////////////////////		////////////////////
FINAL						
Next Table?	Yes	Yes	Yes	No	Yes	No

Continued on next page

# CAB2/CTB2 AAR Worksheet, Continued

EVENT	C4	A1	A2	A3	A6
	Cdr reports situation.	Locate enemy.	Actions on contact.	Execute COA.	Air defense (active).
Move out	////////////////////	////////////////////	////////////////////	////////////////////	////////////////////
LD		////////////////////	////////////////////	////////////////////	////////////////////
CP 20	////////////////////	////////////////////	////////////////////	////////////////////	////////////////////
BMPs; HIND-Ds					
PL WHEELING	////////////////////	////////////////////	////////////////////	////////////////////	////////////////////
FINAL					
Next Table?	Yes	Yes	Yes	Yes	No

## III-2. CAB2/CTB2 AAR Guide

---

**Instructions**

The Battlemaster/Unit Observer should use the table on the following page to guide them in conducting the AAR.

---

*Continued on next page*

### III-2. CAB2/CTB2 AAR Guide, Continued

Step	Action
1	<ul style="list-style-type: none"> <li>• Refer to Poster 1.</li> <li>• Review combat functions and critical subtasks.</li> </ul>
2	<ul style="list-style-type: none"> <li>• Analyze scenario:               <ul style="list-style-type: none"> <li>• State Leader's Plan: This is stated by the commander/platoon leader or designated member of the unit, using METT-T as a guide.</li> <li>• Read the following enemy intent: "HIND-Ds enroute to rear targets reported a battalion-size unit conducting a road march and the regimental reconnaissance patrol (2 BMPs) identified the battalion main body east of PL MARTIN. The PPA Bn commander intended to conduct a meeting battle to prevent us from establishing prepared defenses on the high ground vicinity PL AUSTIN dominating the corridor. He attacked with a flight of 2 HIND-Ds to slow and attrit the lead company/team in order to gain time for the FSE and CRP."</li> <li>• Provide battlefield execution summary by describing what happened during table execution.</li> <li>• Refer to Poster 2 for list of events.</li> </ul> </li> </ul>
3	<ul style="list-style-type: none"> <li>• Lead unit in AAR discussion:               <ul style="list-style-type: none"> <li>• Focus on critical subtasks.</li> <li>• Refer to notes on AAR Worksheet to detect trends on critical subtask performance, across events. Share information with unit.</li> <li>• Use stealth and UPAS information to illustrate consequences of unit actions.</li> <li>• Encourage unit leaders to provide performance analysis.</li> <li>• Refer to critical subtasks and combat functions for summary. Encourage unit personnel to summarize what they learned on each.</li> <li>• Use mylar board to write which critical subtasks are identified by the unit as performed well ("sustain") and which should be worked on during further unit training opportunities ("improve").</li> </ul> </li> </ul>
4	<ul style="list-style-type: none"> <li>• Provide additional one-to-one feedback to unit leader:               <ul style="list-style-type: none"> <li>• Use AAR Worksheet to show unit performance trends and final assessment of unit performance for each subtask.</li> <li>• Indicate which critical subtasks are <u>not</u> emphasized in the next table.</li> <li>• With the unit leader, decide whether to repeat this table, continue with the next table, or continue with a more advanced table.</li> </ul> </li> </ul>

### III-3. CAB2/CTB2 Event Poster

**Purpose**

---

The poster on the following page is designed to be used as a visual aid during the Company/Team AAR. It lists the major events in the CAB2/CTB2 SIMNET table.

---

*Continued on next page*

## CAB2/CTB2

### TACTICAL MOVEMENT/PERFORM ATTACK POSITION ACTIVITIES/ACTIONS ON CONTACT/DEFEND AGAINST AIR ATTACK (ACTIVE)

#### EVENTS

- 1** Move out
- 2** LD
- 3** CP 20
- 4** BMPs; HIND-Ds
- 5** PL WHEELING

POSTER 2

## Chapter 3

### CAB3/CTB3 - Tactical Movement/Actions on Contact

#### Overview

---

#### Guidelines

This chapter provides the tactical training tools needed to prepare for and conduct a company/team table.

---

#### Contents

This chapter contains the following information for executing table CAB3/CTB3.

Section	Topic	See Page
I	Pre-Execution	61
II	Execution	71
III	Post Execution	77

---

# Section I

## Pre-Execution

### I-1. CAB3/CTB3 Execution Guidance

---

**Purpose**

This table is designed for the practice and execution of offensive tasks/skills. Units should be coached through the tasks. Tactical intervention is encouraged.

---

**Focus**

The focus should be on the company/team's reaction to contact and development of the situation, as well as maintaining momentum, movement techniques, and reporting. The Battlemaster should execute this table as though he were the battalion/TF S3 or commander directing the unit during a combat operation.

---

**Battlemaster Guidance**

The following table lists the parameters within which CAB3/CTB3 should be conducted.

Parameters	Notes
Artillery	Use once contact is made.
OPFOR	Use the appearance of the enemy to assess the company/team's reaction to contact.  CRPs should <u>not</u> close with BLUEFOR; once they are identified, they should stop, then reverse course after 10 minutes if no action is taken against them <i>or</i> the CRPs should continue movement until contact, then occupy positions and fight from there.
BLUEFOR	None required.
Risk of system overload	Low.
Mission execution	Battalion/TF (Battlemaster role-play) should urge the unit to speed up if they are too slow in their movement.

---

*Continued on next page*

## I-1. CAB3/CTB3 Execution Guidance, Continued

### Exceeding ARTEP-MTP Standards

Units which experience minimal difficulty in performing the tasks/subtasks for table CAB3/CTB3 (see Poster 1) should be given the opportunity to execute additional tasks/subtasks.

The following table lists doctrinally appropriate supplemental events that may be employed.

Event	Insert	Cue	Results	Tasks added
FSE	After CP 41.	Company reports set at CP 41.	Company executes actions on contact against FSE moving from NK 395105 to NK 440130.	NA

## I-2. CAB3/CTB3 SIMNET Plan Sheets

---

### Purpose

The plan sheets contain all force information and provide instructions on how the battalion task force movement to contact scenario is represented within the SIMNET database.

These plan sheets are used by the SIMNET Battlemaster to input manned simulators in the database.

These plan sheets should be available during exercise execution in case a software or hardware problem necessitates re-entering this information in the database after the exercise has started.

---

*Continued on next page*



UNIT: COMPANY/TEAM \_\_\_\_\_  
 DATE: \_\_\_\_\_

SIMNET PLAN SHEET  
 CAB3/CTB3

EXERCISE ID: \_\_\_\_\_  
 TRAINING AREA: NTC  
 FREQUENCY: \_\_\_\_\_

**SAFOR COMBAT ELEMENTS**

UNIT TYPE	UNIT SIZE	LOCATION	AZIMUTH	BLUE/RED	FORMATION	GUNNERY LEVEL	OPENING RANGE	REMARKS
CRP	BMP PLT ID 11	NK432110	1600	RED	WEDGE	50%	1800m	MOVE on RT 11 FROM NK447113 to NK450122 WHEN UNIT BEGINS EXERCISE. RT 11. WHEN IDENTIFIED BY UNIT, MOVE TO RT 12 FROM NK448113 TO NK423101. 30 kph.
	T-72 (1) ID 121	NK431110	1600	RED	COLUMN	50%	1800m	MOVE BEHIND BMPs, RT 11.
CRP	BMP PLT ID 13	NK421162	2400	RED	WEDGE	50%	1800m	RT 13 TO NK427157 TO NK447156 TO NK456163 TO NK458171. RT 13. RETURN ON RT 14 NK441156 TO NK413158 TO NK408169. 30 kph.
	T-72 ID 141	NK419163	2400	RED	COLUMN	50%	1800m	MOVE BEHIND BMP PLT, RT 13, 14.

### I-3. Table Preview

---

**CAB3/CTB3  
Overview**

The Battlemaster or Unit Observer should read the following paragraph to unit leaders:

"Before you begin this tactical table, which focuses on tactical movement and actions on contact, I'll give you some information about your tactical situation.

I'll tell you the MTP tasks that this table covers, and the critical subtasks that we'll be concentrating on as you execute the table. Then we'll do a flyover of the terrain that you'll be on, using the stealth view.

Following this table, you will participate in an AAR, which will focus on these critical subtasks."

---

**Tactical  
Situation**

The Battlemaster or Unit Observer should read the following paragraph to unit leaders:

"The company/team has completed a road march and crossed the LD (PL MARTIN). After encountering Regimental Reconnaissance elements in zone, the company/team is currently located just east of PL WHEELING.

The company/team is prepared to continue offensive operations along AXIS WIN. Enemy reconnaissance efforts will increase and contact is expected with regimental or battalion recon elements."

---

**Tasks and  
Critical  
Subtasks**

The Battlemaster or Unit Observer should read the following paragraph to unit leaders while referring to Poster 1:

"The events in this table will require you to perform a variety of tasks. The critical subtasks for this table are in the areas of Movement, Command and Control, and Actions on Contact."

---

*Continued on next page*

### I-3. Table Preview, Continued

---

**Stealth  
Overview**

The Battlemaster should use the stealth overview to show the unit their projected movement from PL WHEELING to PL PORTLAND and discuss task and subtask execution.

---

**Recap Tactical  
Situation**

The Battlemaster or Unit Observer should read the following paragraph to unit leaders:

"Again, the tactical situation is as follows: The company/team has completed a road march and crossed the LD (PL MARTIN). After encountering Regimental Reconnaissance elements in zone, the company/team is currently located just east of PL WHEELING.

The company/team is prepared to continue offensive operations along AXIS WIN. Enemy reconnaissance efforts will increase and contact is expected with regimental or battalion recon elements."

---

*Continued on next page*

### I-3. Table Preview, Continued

#### Starting Locations

The O/C should tell the unit their vehicle starting locations as presented in the following table.

Starting Location	Grid	Orientation in mils
A66	NK 534132	4800
A65	NK 534133	4800
A66	NK 534133	4800
A11	NK 522142	4800
A12	NK 524140	4800
A13	NK 526146	4800
A14	NK 524144	4800
A21	NK 515129	4800
A22	NK 161127	4800
A23	NK 518133	4800
A24	NK 516131	4800
A31	NK 522116	4800
A32	NK 524114	4800
A33	NK 526120	4800
A34	NK 524118	4800
A67 (FIST)	NK 536132	4800

**Question Unit** The Battlemaster or Unit Observer should ask the unit if they have any mission-related questions.

**REDCON 1** Based on his estimate of the amount of time the company/team needs for troop leading procedures, the Battlemaster should give the company/team commander a NLT time to be REDCON 1.

## I-4. CAB3/CTB3 Task/Subtask Poster

---

**Purpose**

The poster on the following page is designed as a visual aid to use during the company/team table preview and AAR.

It lists the critical subtasks and ARTEP-MTP tasks on which CAB3/CTB3 is based.

---

*Continued on next page*

## **CAB3/CTB3**

### **TACTICAL MOVEMENT/ACTIONS ON CONTACT**

#### **CRITICAL SUBTASKS**

- **Movement:**
  - M5**      **Formations maintain security**
  - M6**      **Appropriate movement formations**
  - M7**      **Appropriate movement techniques**
  
- **Command and Control:**
  - C2**      **Cdr controls Co/Tm movement**
  - C4**      **Cdr reports situation**
  
- **Actions on Contact:**
  - A1**      **Locate enemy**
  - A2**      **Actions on contact**
  - A3**      **Execute COA**

#### **ARTEP-MTP TASKS**

- **17-2-0301**      **Perform Tactical Movement**
- **17-2-0304**      **Perform Actions on Contact**

**POSTER 1**

## Section II

### Execution

#### II-1. CAB3/CTB3 Company/Team Event Guide

---

**Purpose** The table on the following pages is the Company/Team Event Guide. It is used to guide Battlemaster actions and record observations of unit performance during conduct of the table.

---

**Instructions** During the table, put a **circle** in the event box for critical subtasks that were not performed to standard.

Put a **check** in the event box for critical subtasks that were performed to standard.

Use comments/time block to make notes for playback and use during the AAR.

---

*Continued on next page*

## CAB3/CTB3 - Company/Team Event Guide

Observer Action	BM Action	Co/Tm Action	Critical Subtasks	Time/Comments
<p>"Guidons, this is Saber 3. Move out."</p>	<p>Begin moving first CRP as unit begins moving:  <b>BMP-ID 11; T-72-ID 121; RT 11.</b></p>	<p>Unit moves out.</p>	<p>C2 [ ]            Cdr controls Co Tm movement.</p> <p>M5 [ ]            Formations maintain security.</p> <p>M6 [ ]            Appropriate movement formations</p> <p>M7 [ ]            Appropriate movement techniques.</p>	
<p><i>Note: Acknowledge report.</i></p>	<p>CRP continues movement. Start 2d CRP:  <b>ID 13, 141 on RT 13.</b></p>	<p>Unit crosses and reports  <b>PL LEAVEN-WORTH.</b></p>	<p>C2 [ ]            Cdr controls Co Tm movement.</p> <p>C4 [ ]            Cdr reports situation.</p> <p>M5 [ ]            Formations maintain security.</p>	

Observer Action	BM Action	Co/Tm Action	Critical Subtasks	Time/Comments
<p>"Guidons, this is Saber 3. Black 5 is in contact with 2 small reconnaissance forces. -- BREAK -- Black 5, continue to engage. If they break contact, do not chase. Let the northern CRP pass, C Co will destroy it."</p>	<p>CRP is engaged by executing company team and attempts to disengage.  CRP return route if appropriate once contact is made: <b>RTJIR.</b></p>	<p>Unit observes, reports and conducts actions on contact against CRP.</p>	<p>A1 [ ] Locate enemy.  A2 [ ] Actions on contact.  A3 [ ] Execute COA.  C4 [ ] Cdr reports situation.</p>	
<p>"Guidons, this is Saber 3. The element in the north is held up. Move into hasty defensive positions. Black 5, hold at the intersection vic NK431129 just west of PL PORTLAND."</p>	<p>Artillery impacts around executing Co/Tm.</p>	<p>Co/Tm reacts to indirect fire and reports to higher.</p>	<p>C2 [ ] Cdr controls Co Tm movement.  C4 [ ] Cdr reports situation.</p>	
<p>"Black 5, this is Saber 3. Change of mission."</p>		<p>Unit conducts halt.</p>	<p>C2 [ ] Cdr controls Co Tm movement.</p>	

## II-2. CAB3/CTB3 Armor Platoon Event Guide

---

**Purpose** The table on the following pages is the Armor Platoon Event Guide. It is used to record observations of unit performance during conduct of the table.

---

**Instructions** During the table, put a **circle** in the event box for critical subtasks that were not performed to standard.

Put a **check** in the event box for critical subtasks that were performed to standard.

Use comments/time block to make notes for playback and use during the AAR.

---

*Continued on next page*

## CAB3/CTB3 Armor Platoon Event Guide

Events	Plt Critical Subtasks			Time/Comments
	Movement	Cmd & Ctl	Act on Cnt	
Move out	M2 [ ] Traveling technique. M3 [ ] Wedge formation.			
PL LEAVENWORTH	M2 [ ] Traveling technique. M3 [ ] Wedge formation.			
CRP		C5 [ ] Contact report. C9 [ ] Pldr directs platoon battle drill.	A3 [ ] Contact drill. A5 [ ] TC who first observes enemy takes action. A6 [ ] Remainder of platoon takes action.	

Events	Plt Critical Subtasks			Time/Comments
	Movement	Cmd & Ctl	Act on Cnt	
Indirect fire	M2 [ ] Traveling technique.		A1 [ ] React to indirect fires.	
	M3 [ ] Wedge formation.			
PL PORTLAND	M2 [ ] Traveling technique.			
	M3 [ ] Wedge formation.			

## Section III

### Post Execution

#### III-1. CAB3/CTB3 AAR Worksheet

---

**Purpose**

During execution of CAB3/CTB3, the Battlemaster and Unit Observer should use the worksheet on the following page to review observations of unit performance, define unit "sustain" and "improve" areas, and identify performance trends.

They should also use this form to assess whether alternative events will be employed (see table execution guidance).

---

**Instructions**

Put a **circle** in the event box for critical subtasks that need to be emphasized during the AAR.

Put a **check** in the event box for critical subtasks that were performed to standard.

In the row labelled "**FINAL**," put a **circle** or a **check** to indicate performance on the critical subtask at the conclusion of the table.

---

*Continued on next page*

## CAB3/CTB3 AAR Worksheet

EVENT	M5	M6	M7	C2
	Formations maintain security.	Appropriate movement formations.	Appropriate movement techniques.	
Move out				
PL LEAVENWORTH	////////////////////	////////////////////	////////////////////	
CRPs	////////////////////	////////////////////	////////////////////	////////////////////
Indirect fire	////////////////////	////////////////////	////////////////////	
PL PORTLAND	////////////////////	////////////////////	////////////////////	
FINAL				
Next Table?	Yes	Yes	Yes	Yes

Continued on next page

**CAB3/CTB3 AAR Worksheet, Continued**

EVENT	C4	A1	A2	A3
	Cdr reports situation.	Locate enemy.	Actions on contact.	Execute COA.
Move out	////////////////////	////////////////////	////////////////////	////////////////////
PL LEAVENWORTH		////////////////////	////////////////////	////////////////////
CRPs				
Indirect fire		////////////////////	////////////////////	////////////////////
PL PORTLAND	////////////////////	////////////////////	////////////////////	////////////////////
FINAL				
Next Table?	Yes	No	Yes	Yes

## III-2. CAB3/CTB3 AAR Guide

---

### Instructions

The Battlemaster/Unit Observer should use the table on the following page to guide them in conducting the AAR.

---

*Continued on next page*

### III-2. CAB3/CTB3 AAR Guide, Continued

Step	Action
1	<ul style="list-style-type: none"> <li>• Refer to Poster 1.</li> <li>• Review combat functions and critical subtasks.</li> </ul>
2	<ul style="list-style-type: none"> <li>• Analyze scenario:               <ul style="list-style-type: none"> <li>• State Leader's Plan: This is stated by the commander/platoon leader or designated member of the unit, using MET-T as a guide.</li> <li>• Read the following enemy intent: "Two CRPs (3 BMPs and 1 T-72 each) were conducting reconnaissance to identify our axis of advance."</li> <li>• Provide battlefield execution summary by describing what happened during table execution.</li> <li>• Refer to Poster 2 for list of events.</li> </ul> </li> </ul>
3	<ul style="list-style-type: none"> <li>• Lead unit in AAR discussion:               <ul style="list-style-type: none"> <li>• Focus on critical subtasks.</li> <li>• Refer to notes on AAR Worksheet to detect trends on critical subtask performance, across events. Share information with unit.</li> <li>• Use Stealth and UPAS information to illustrate consequences of unit actions.</li> <li>• Encourage unit leaders to provide performance analysis.</li> <li>• Refer to critical subtasks and combat functions for summary. Encourage unit personnel to summarize what they learned on each.</li> <li>• Use mylar board to write which critical subtasks are identified by the unit as performed well ("sustain") and which should be worked on during further unit training opportunities ("improve").</li> </ul> </li> </ul>
4	<ul style="list-style-type: none"> <li>• Provide additional one-to-one feedback to unit leader:               <ul style="list-style-type: none"> <li>• Use AAR Worksheet to show unit performance trends and final assessment of unit performance for each subtask.</li> <li>• Indicate which critical subtasks are <u>not</u> emphasized in the next table.</li> <li>• With the unit leader, decide whether to repeat this table, continue with the next table, or continue with a more advanced table.</li> </ul> </li> </ul>

### III-3. CAB3/CTB3 Event Poster

**Purpose**

---

The poster on the following page is designed to be used as a visual aid during the company/team AAR.

It lists the events in the CAB3/CTB3 SIMNET table.

---

*Continued on next page*

## CAB3/CTB3

### TACTICAL MOVEMENT/ACTIONS ON CONTACT

#### EVENTS

- 1** PL WHEELING
- 2** PL LEAVENWORTH
- 3** CRP
- 4** Indirect fire
- 5** PL PORTLAND

POSTER 2

## Part III

### Armor Platoon Movement to Contact Exercise

#### Overview

---

**Purpose** This part provides guidance and instructions for preparation, set up, execution, and post execution activities for a movement to contact platoon table in SIMNET.

---

**Contents** Part III contains the following chapters.

Chapter	Topic
1	Orders and Execution Instructions
2	PAB2 - Tactical Movement/Actions on Contact
3	PAB3 - Tactical Movement/Actions on Contact

---

# Chapter 1

## Orders and Execution Instructions

### Purpose

---

### Guidelines

This chapter contains the tactical training tools needed to prepare for and conduct an armor platoon table.

---

### Contents

This chapter contains the following information.

Section	Topic	See Page
I	OPORDs and Execution Tools	3
II	Guide to Platoon Tables	26

---

## Section I

### OPORDs and Execution Tools

#### I-1. Introduction

---

**Guidelines**

This section includes the company/team and platoon operation orders (OPORD). It also includes several training tools that are generic to all tables and should be used to prepare for and execute the SIMNET movement to contact platoon table.

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## I-2. Co/Tm OPORD Narrative

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**Training Use**

The OPORD that follows is the company/team movement to contact OPORD. It is written within the scope of an armor battalion OPORD within the same scenario and mission.

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*Continued on next page*

## **Company/Team Offense OPORD Narrative**

### **SITUATION:**

The 1st and 2d Pahrumpistan People's Army (PPA) Battalions have begun offensive operations in support of the Krasnovian Army. There has been only sporadic enemy contact since the 3d Bde arrived in this area.

The enemy is at 80 to 90% strength and morale is thought to be high. Equipment is BMP-2s, T-72s, and HIND-Ds, all in good condition. These units generally conform to the former Soviet style doctrine. The 1st and 2d PPA Battalions will likely attack to secure key terrain vicinity OBJs CHEVY and FORD to facilitate future attacks by first echelon Krasnovian divisions. In (TF)1-5 Armor's area of interest we can anticipate the 90th MRR following the 2d PPA Battalion. The 2d PPA Battalion will probably lead with reinforced platoons acting as combat reconnaissance patrols (CRPs), operating 3-5 kms forward of a reinforced company. This company will form the forward security element, approximately 5-10 kms ahead of the remainder of the battalion.

The battalion/task force commander intends to move quickly into and through the ATTACK POSITION, then move rapidly to secure the high ground and key passes in the objective area before any significant enemy forces arrive there. Once the objectives are seized, he intends to establish a security force well forward to PL QUINCY, to determine enemy dispositions and intentions. He expects to encounter enemy divisional reconnaissance patrols, advance guard reconnaissance patrols, and the forward security element prior to reaching the objective. As we encounter these forces, the Bn/TF Commander wants to strike quickly to destroy and/or neutralize them, then to press on into the objectives.

(TF)1-5 Armor initially conducts a tactical road march to ATK A; then conducts a movement to contact in a battalion diamond formation to secure OBJECTIVES IMPALA and CAMARO.

Company B conducts a tactical road march to ATK A, conducts a movement to contact on our left (southern) flank as the left element of the battalion diamond, prepares to assume Company A's mission, and secures OBJ CAMARO.

Company/Team C conducts a tactical road march to ATK A, conducts a movement to contact on our right (northern) flank as the right element of the battalion diamond, and secures OBJ IMPALA.

Company D conducts a tactical road march to ATK A, moves as the rear unit in the TF diamond as battalion reserve; on order secures OBJ NOVA.

The Battalion Scouts will conduct a route reconnaissance of ROUTE BLACK and an area reconnaissance of ATK A; they will then establish a screen line forward of PL MARTIN. On order, scouts screen the battalion left (southern) flank. On order, OPCON to Company A to screen along PL QUINCY.

A/2-18 FA (155 SP) is DS to the Bn.

## **MISSION:**

Co/Tm A conducts movement to contact along AXIS WIN as battalion/task force lead element at \_\_\_\_\_ to destroy enemy forces in zone; on order, provide support by fire for attacks on OBJECTIVES IMPALA and CAMARO; on order, pass through OBJECTIVE CAMARO and continue movement to PL QUINCY to screen BDE sector; on order, establish screen along PL TULSA. On order, accept the Scout Platoon OPCON to support the screen mission.

## **EXECUTION:**

We will move rapidly along AXIS WIN; our primary task is to provide the battalion/task force with information and security. I want to maintain dispersion as we move, so once contact is made, we will rapidly develop the situation but avoid becoming decisively engaged. At CP 69 we will establish support by fire positions that allow the battalion to attack and seize OBJ CHEVY. As the lead element in the battalion/task force diamond, I want to be ready to respond to any Threat in our axis of advance. Our desired end state is to have the company/team in battalion/task force reserve at CP 69 or screening along PL QUINCY or PL TULSA.

In PHASE I we will conduct a tactical road march from AA TANK along ROUTE BLACK to ATTACK POSITION ALPHA (ATK A). Order of march is 2d Plt, CO, FSO, 1st Plt, XO, 3d Plt, Combat Trains. We will halt in a herringbone at CP 1 for 5 minutes. At ATK A, we will stop only if necessary with 1st Plt in position 1; 2d Plt in position 2; 3d Plt in position 3.

In PHASE II we will conduct a movement to contact in a company/team wedge formation with platoons in wedges to establish a support by fire position at CP 69. 2d Plt leads the formation with 1st on the right, and 3d on the left. After we cross PL PHOENIX the FSO will prep OBJ CHEVY (OBJs CAMARO and IMPALA) to cover our movement into CP 69. 2d Plt clears CPs 20, 42, 55 and 80.

In PHASE III, at CP 69, 1st Plt occupies right side of SUPPORT BY FIRE POSITION. 2d Plt occupies center of SBF and 3d Plt occupies left side of SBF. As the other battalion/task force elements move onto the objectives, fires will be shifted to provide support to the battalion/task force.

In PHASE IV, on order, we move through OBJ CAMARO along LANE BAYOU and establish a screen along PL QUINCY. We will move out with 2d Plt leading followed by CO, FSO, 1st Plt, XO, 3d Plt. Platoon screen positions along PL QUINCY are indicated in the matrix and on the overlay.

In PHASE V, on order, we establish a screen along PL TULSA at points indicated in the matrix and on the overlay.

Priority Intelligence Requirements are:

- (1) 3 or more enemy vehicles.
- (2) Changes in the type of equipment or formations.
- (3) Any tanks.
- (4) Any Plt sized elements in prepared defensive positions.
- (5) Any vehicles withdrawing.

MOPP: 0      EFF: With this order.

ADA:

PHASE I: WHITE/HOLD.

PHASE II: RED/FREE.

CONSOLIDATION/REORG PRIORITY: Tanks, CSS.

RULES OF ENGAGEMENT: Do not engage targets at more than 2500m with direct fire.

BYPASS CRITERIA: Bypass enemy outside of Axis. We will fix and bypass any force plt-size or smaller unless it has tanks.

ARTILLERY: Call fires on formations of 3 or more stationary vehicles.

ACTIONS ON THE OBJECTIVE: Establish support by fire positions per overlay.

ROAD MARCH INSTRUCTIONS

Vehicle Density: open column, 100 meters between vehicles.

Rate of march: 30 kph

Time gap: 30 seconds between platoons.

Halts: CP 1 for 5 minutes.

Catch up speed: 40 kph.

### **SERVICE SUPPORT:**

The company/team combat trains will remain at ATK A until 2d Plt clears CP 20, then follow the company route of march. Once we have taken SBF 1,2 and 3, the trains will locate vicinity Contact Point 15. The 1SG will arrange for a resupply of critical ammunition and fuel at CP 69 using the service station method as the tactical situation permits. The UMCP will be at the combat trains. Medical aid, WIA/KIAs, decon, EPWs and damage equipment recovery will be as per SOP. Destroy disabled vehicles with direct fire. Current vehicle basic load is 35 SABOT, 20 HEAT.

### **COMMAND AND SIGNAL:**

I will follow 2d Plt initially. The XO will follow 1st Plt in the road march, and be center and rear of the 3d Plt during other movement. Succession of command will be XO, 2d, 1st, 3d Pldrs, FSO.

The Bn Main CP will move in the center of the battalion diamond. The alternate Bn CP is the CTCP, initially at ATK A. The Bn Cdr will follow us.

Company/Team Offense (Movement to Contact) Execution Matrix

EVENT	CO/TM	FSO	SCOUTS	1ST	2ND	3RD
Tactical Road March	ROUTE BLACK	With Cdr	TF Control	2nd	Lead	3rd
Cross LD	AXIS WIN	With Cdr	TF Control	North of MSR BILLY; focus on CP 86, 52, 87	Lead along MSR BILLY; focus on CP 20, 42, 80	South of MSR BILLY; focus on CP 22, 41, 63
CP 69	Support by Fire, OBJ CHEVY	Fires on OBJ CHEVY	TF Control	Right side of SBF, CP 97 - 82, OBJ IMPALA	Center of SBF, CP 83 - 82, OBJ IMPALA; O/O CP 83	Left side of SBF, CP 81 - 45, OBJ CAMARO
O/O Move to PL QUINCY	CP 83, 81, 89	With Cdr	TF Control	2nd	Lead	3rd
O/O Screen PL QUINCY	Screen on PL QUINCY	Fires forward of PL QUINCY	OP 11, Orient CP 94 OP 12, Orient CP 98	OP 23; Orient Northwest	OP 11, 12; Orient West	OP 13; Orient West
O/O, Move to PL TULSA	CP 94, 90	With Cdr	TF Control	Right of Co/Tm Wedge	Center/Lead of Co/Tm Wedge	Left of Co/Tm Wedge
O/O, Screen PL TULSA	Screen on PL TULSA	Fires forward of PL TULSA	TF Control	OP 41, Orient Northwest	OP 42, Orient West	OP 33, Orient West; Orient OP 32 and 33

**Target List (Offense)**

#	TARGET NUMBER	GRID	DESCRIPTION	REMARKS
1	AN2000	NK534133	ROAD JUNCTION	
2	AN2001	NK494110	HILL TOP	
3	AN2003	NK466130	ROAD JUNCTION	
4	AN2004	NK476153	ROAD BEND	
5	AN2006	NK378141	ROAD JUNCTION	
6	AN2007	NK369116	ROAD JUNCTION	
7	AN2008	NK323130	HILL TOP	
8	AN2009	NK348162	ROAD JUNCTION	
9	AN2010	NK271182	ROAD JUNCTION	
10	AN2011	NK245191	ROAD JUNCTION	
11	AN2012	NK246211	ROAD JUNCTION	
12	AN2013	NK270223	ROAD BEND	
13	AN2014	NK222240	ROAD JUNCTION	
14	AN2015	NK199220	HILL TOP	
15	AN2016	NK210258	ROAD JUNCTION	
16	AN2017	NK158238	ROAD JUNCTION	
17	AN2018	NK150266	SADDLE	
18	AN2019	NK164274	HILL TOP	
19	AN2020	NK180283	ROAD BEND	
20	AN2021	NK390170	ROAD JUNCTION	
21	AN2022	NK433141	ROAD JUNCTION	TGT GRP A1N
22	AN2023	NK442128	ROAD JUNCTION	TGT GRP A1N
23	AN2024	NK439117	HILL TOP	TGT GRP A1N
24	AN2025	NK402115	ROAD	TGT GRP A2N
25	AN2026	NK399112	HILL TOP	TGT GRP A2N
26	AN2027	NK399124	HILL TOP	TGT GRP A2N
27	AN2028	NK318158	ROAD BEND	TGT GRP A3N
28	AN2029	NK307149	ROAD BEND	TGT GRP A3N
29	AN2030	NK318147	ROAD JUNCTION	TGT GRP A3N

### I-3. Platoon OPORD Narrative

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**Training Use**

The OPORD that follows is the armor platoon movement to contact OPORD. It is written within the scope of the company/team OPORD presented in this section (I-2).

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*Continued on next page*

# Armor Platoon Offense

## OPORD Narrative

### SITUATION:

The 1st and 2nd Pahrumpistan People's Army (PPA) Battalions have begun offensive operations with attacks in support of the Krasnovian Army. There has been only sporadic enemy contact since 1-5 Armor arrived in this area.

The enemy is at 80 to 90 percent strength and morale is thought to be high. Equipment is BMP-2s, T-72s, and HIND-Ds, all in good condition. These units generally conform to the former Soviet-style doctrine. The 1st and 2nd PPA Battalions will likely attack to secure key terrain to facilitate future attacks by first echelon Krasnovian divisions. We anticipate the 67th MRD will follow the 1st and 2nd PPA Battalions with 2 MRRs and a TR in the first echelon, and an MRR in the second echelon. In 1-5 Armor's area of interest we can anticipate the 90th MRR to follow the 2nd PPA Battalion. The 2nd PPA Battalion will probably lead with platoon-size combat reconnaissance patrols, operating 3-5 kms forward of a reinforced company. This company will form the forward security element, approximately 5-10 kms ahead of the remainder of the battalion.

The company commander intends to move rapidly along AXIS WIN; the primary task is to provide the Bn with information and security. He wants to maintain dispersion as we move, so once contact is made, we will rapidly develop the situation but avoid becoming decisively engaged. At CP 69 we establish support by fire positions that allow the Bn to attack and seize OBJ CHEVY. As the lead element in the Bn maneuver, he wants to be ready to respond to any enemy in our axis of advance.

The company mission is to conduct a movement to contact D-DAY, H-HOUR, along AXIS WIN as the Bn advance guard to destroy enemy in zone and provide security for the main body. At CP 69 we support by fire the Bn attack on OBJ CHEVY. On order, we continue movement to contact to PL QUINCY and TULSA and establish screen to provide early warning.

2nd Plt will lead through ATK A, becoming the lead element of the company wedge.

3rd Plt will follow 1st Plt through ATK A, becoming the left (southern) flank of the company wedge.

1st Plt will follow 2nd Plt through ATK A, becoming the right (northern) flank of the company wedge.

## **MISSION:**

2nd Plt attacks along AXIS WIN at \_\_\_\_\_(DTG)\_\_\_\_\_ as the company lead element to destroy enemy forces in zone. On order, occupy ATK A (A2), become lead (center) portion of company wedge, orient movement along MSR BILLY in a wedge formation. Clear CPs 20, 42, and 80. At CP 69 occupy SBF 2, orient on OBJ IMPALA, support Co C by fire. On order, continue attack along CPs 83, 81, and 89 to PL QUINCY as lead platoon; on order, continue attack along CPs 94, 90, 92 to PL TULSA as lead platoon.

## **EXECUTION (See Company/Team Matrix):**

In Phase I we will conduct a tactical road march from our present position along ROUTE BLACK to ATK A in open column formation, traveling technique of movement. Order of march is 22, 21, 24, 23. Maintain at least 100m between vehicles. Rate of march will be 40 kph; catch up speed 50 kph. A scheduled halt is planned for 5 minutes at CP 1.

In Phase II we will cross LD/PL MARTIN as lead (center) of company wedge, in a wedge formation, traveling technique of movement, and attack along MSR BILLY, clearing CPs 20, 42, and 80.

In Phase III we will move to CP 69 in a wedge formation, traveling technique of movement and occupy SBF 2 vic NK310134, oriented on OBJ IMPALA to support by fire the Co C attack to seize OBJ IMPALA.

In Phase IV we will move through LANE BAYOU in column formation, traveling technique of movement, and continue the attack along CPs 83, 81, 89 to PL QUINCY as the company lead element in a wedge formation, traveling technique of movement.

In Phase V we will, on order, continue the attack along CPs 94, 90, 92 to PL TULSA as the company lead element in a wedge formation, traveling technique of movement.

Priority intelligence requirements are three or more enemy vehicles; changes in enemy equipment or formations; any enemy tanks; any platoon-size elements in prepared defensive positions; any enemy vehicles withdrawing. MOPP level 0 in effect. ADA status during Phase I, WHITE/HOLD; during Phases II, III, and IV, RED/FREE. Hold direct fire engagements until enemy closes to within 2500 meters. Bypass any enemy forces outside AXIS WIN; fix and bypass any platoon-size force or smaller unless it has tanks.

## **SERVICE SUPPORT:**

The company combat trains will remain at ATK A until 2nd Platoon clears CP 20, then follow the 2nd Platoon route of march. Once we have taken SBF 2, the trains will be located vicinity CP 15. The 1SG will arrange for resupply of critical ammunition and fuel at CP 69 using the service station method as the tactical situation permits. The UMCP will be at the combat trains. Medical aid, WIA/KIAs, decontamination, EPWs and damaged equipment recovery will be as per SOP.

## **COMMAND AND SIGNAL:**

The company commander will follow the 2nd Platoon initially. The XO will be at the SP, then follow 1st Platoon in the road march. During the attack he will move centered and behind the 3rd Plt. The 1SG will move with the combat trains. Succession of command will be: Plt Sgt, TC tank 2, and TC tank 3.

The Bn Main CP will move in the center of the Bn diamond. The alternate Bn CP is the combat trains CP, initially located at ATK A. The Bn commander will follow the company.

Company/Team Offense (Movement to Contact) Execution Matrix

EVENT	CO/TM	FSO	SCOUTS	1ST	2ND	3RD
Tactical Road March	ROUTE BLACK	With Cdr	TF Control	2nd	Lead	3rd
Cross LD	AXIS WIN	With Cdr	TF Control	North of MSR BILLY; focus on CP 86, 52, 87	Lead along MSR BILLY; focus on CP 20, 42, 80	South of MSR BILLY; focus on CP 22, 41, 63
CP 69	Support by Fire, OBJ CHEVY	Fires on OBJ CHEVY	TF Control	Right side of SBF, CP 97 - 82, OBJ IMPALA	Center of SBF, CP 83 - 82, OBJ IMPALA; O/O CP 83	Left side of SBF, CP 81 - 45, OBJ CAMARO
O/O Move to PL QUINCY	CP 83, 81, 89	With Cdr	TF Control	2nd	Lead	3rd
O/O Screen PL QUINCY	Screen on PL QUINCY	Fires forward of PL QUINCY	OP 11, Orient CP 94 OP 12, Orient CP 98	OP 23; Orient Northwest	OP 11, 12; Orient West	OP 13; Orient West
O/O, Move to PL TULSA	CP 94, 90	With Cdr	TF Control	Right of Co/Tm Wedge	Center/Lead of Co/Tm Wedge	Left of Co/Tm Wedge
O/O, Screen PL TULSA	Screen on PL TULSA	Fires forward of PL TULSA	TF Control	OP 41, Orient Northwest	OP 42, Orient West	OP 33, Orient West; Orient OP 32 and 33

### Target List (Offense)

#	TARGET NUMBER	GRID	DESCRIPTION	REMARKS
1	AN2000	NK534133	ROAD JUNCTION	
2	AN2001	NK494110	HILL TOP	
3	AN2003	NK466130	ROAD JUNCTION	
4	AN2004	NK476154	ROAD BEND	
5	AN2006	NK379140	ROAD JUNCTION	
6	AN2007	NK370117	ROAD JUNCTION	
7	AN2008	NK322130	HILL TOP	
8	AN2009	NK348162	ROAD JUNCTION	
9	AN2010	NK272183	ROAD JUNCTION	
10	AN2011	NK245191	ROAD JUNCTION	
11	AN2012	NK246211	ROAD JUNCTION	
12	AN2013	NK270224	ROAD BEND	
13	AN2014	NK222240	ROAD JUNCTION	
14	AN2015	NK199218	HILL TOP	
15	AN2016	NK210259	ROAD JUNCTION	
16	AN2017	NK158238	ROAD JUNCTION	
17	AN2018	NK150266	SADDLE	
18	AN2019	NK165274	HILL TOP	
19	AN2020	NK181283	ROAD BEND	
20	AN2021	NK390170	ROAD JUNCTION	
21	AN2022	NK433141	ROAD JUNCTION	TGT GRP A1N
22	AN2023	NK441129	ROAD JUNCTION	TGT GRP A1N
23	AN2024	NK439117	HILL TOP	TGT GRP A1N
24	AN2025	NK402115	ROAD (SADDLE)	TGT GRP A2N
25	AN2026	NK400111	HILL TOP	TGT GRP A2N
26	AN2027	NK399124	HILL TOP	TGT GRP A2N
27	AN2028	NK318158	ROAD BEND	TGT GRP A3N
28	AN2029	NK307150	ROAD BEND	TGT GRP A3N
29	AN2030	NK318147	ROAD JUNCTION	TGT GRP A3N

## I-4. Exercise Training Event Matrices

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### Training Use

The Exercise Training Event Matrices are designed to help track the battle during execution. They are graphic representations of events that should take place during the armor platoon movement to contact SIMNET table.

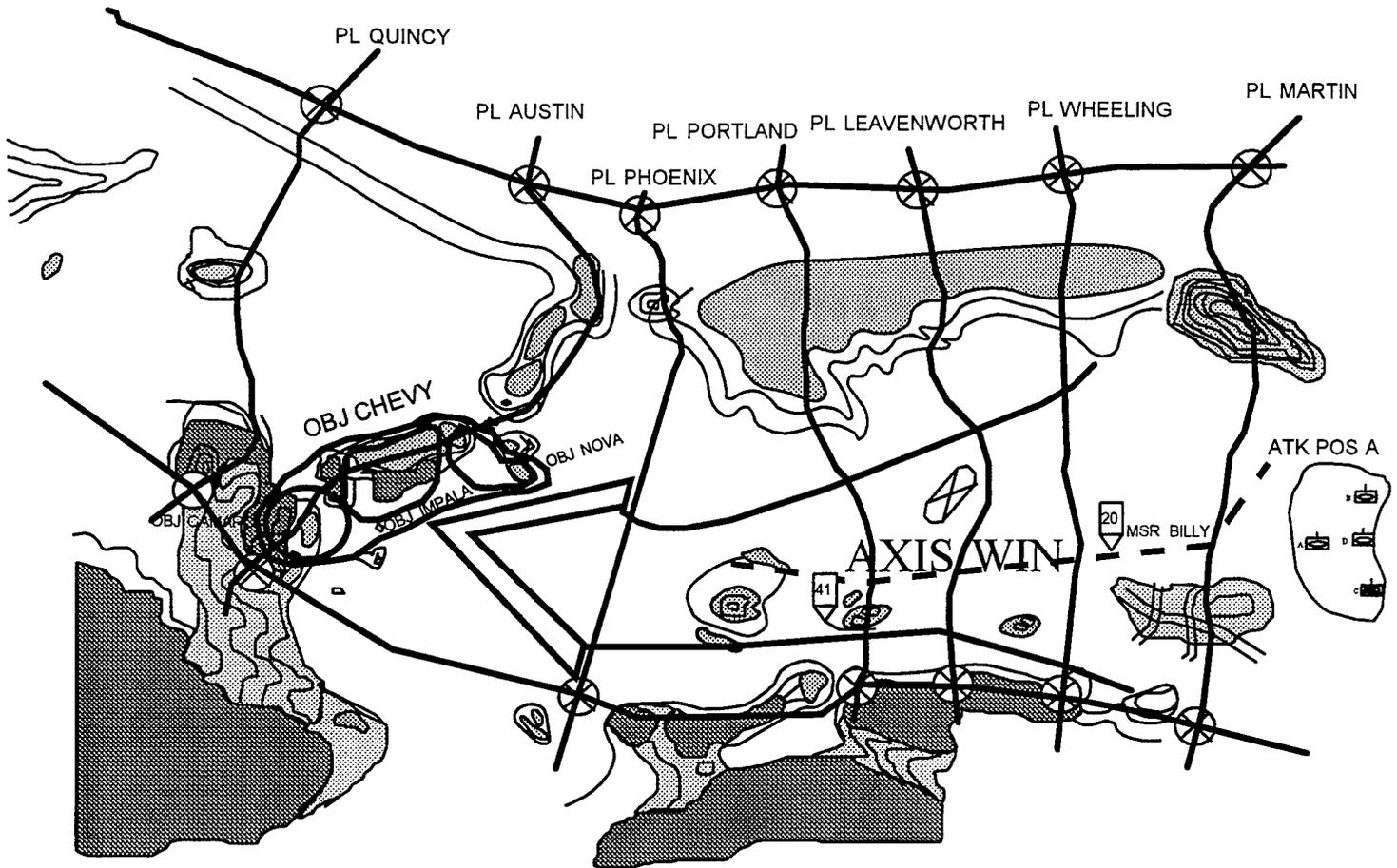
There are two separate graphics and corresponding matrices that are distinguished by logical break points (tables) in the battle. These tables are:

- PAB2.
- PAB3.

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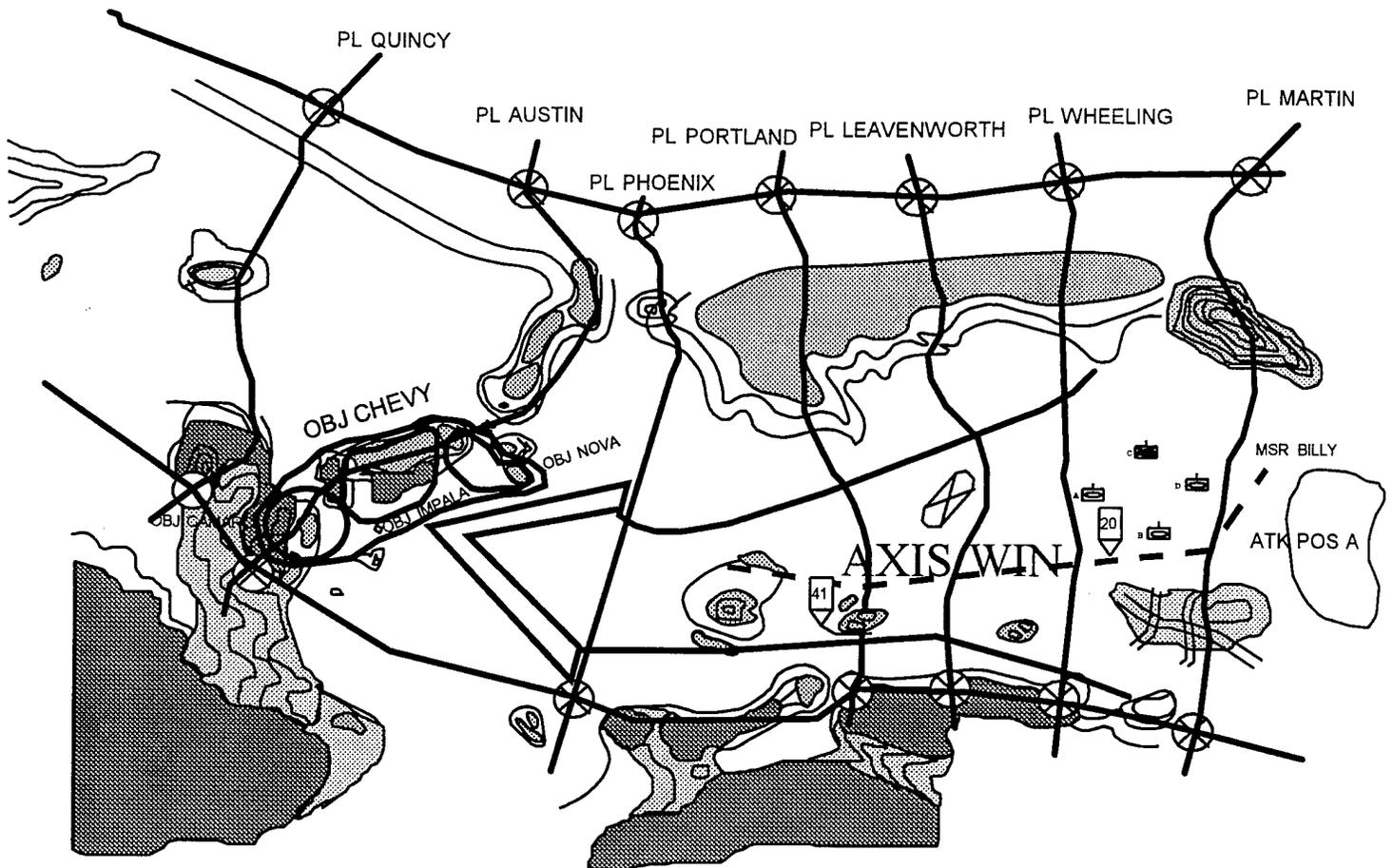
*Continued on next page*

EXERCISE TRAINING EVENT MATRIX - MTC (PLT)  
 PAB 2: TACTICAL MOVEMENT; ACTIONS ON CONTACT



EVENTS	BLUEFOR SUBTASKS	BLUEFOR/OPFOR
Move Out	Traveling Technique, Wedge Formation	AH-64 Moves
Friendly Air	ID aircraft	AH-64 Moves
Line of Departure	Traveling Technique, Wedge Formation	HIND-D Moves
Continues Movement	Traveling Technique, Wedge Formation	HIND-D Moves
HIND-Ds	Contact Report, Spot Report, Air attack drill, ID aircraft and take action	Enemy destroyed or withdraws
FRAGO - CP 22	Traveling Technique, Wedge Formation	BMP Section Moves
Regt Recon	Contact Report, Spot Report, Plt Ldr directs battle drills, TC who 1st observes; takes action, Remainder of plt takes action	Enemy destroyed or withdraws
Reorientation to MSR Billy	Traveling Technique, Wedge Formation	N/A
PL Wheeling	Traveling Technique, Wedge Formation	N/A

EXERCISE TRAINING EVENT MATRIX - MTC (PLT)  
 PAB 3: TACTICAL MOVEMENT; ACTIONS ON CONTACT



EVENTS	BLUEFOR SUBTASKS	OPFOR
Regt Recon Plt #1	Traveling, Wedge, Contact Report, Spot Report, Plt Ldr directs battle drills, TC who 1st observes; takes action, Remainder of plt takes action	Regt Recon plt moves After contact, Regt Recon 2 moves
Regt Recon Plt #2	Traveling, Wedge, Contact Report, Spot Report, Plt Ldr directs battle drills, TC who 1st observes; takes action, Remainder of plt takes action	BMP Sec moves when unit has contact w/ Regt Recon 2
BMP Section	Traveling, Wedge, Contact Report, Spot Report, Plt Ldr directs battle drills, TC who 1st observes; takes action, Remainder of plt takes action	Enemy destroyed or withdraws
T-72	Traveling, Wedge, Contact Report, Spot Report, Plt Ldr directs battle drills, TC who 1st observes; takes action, Remainder of plt takes action	T-72 engages when unit is in range; enemy is destroyed
CP 41	Traveling Technique, Wedge Formation	N/A

## I-5. SOI and SIMNET Frequency List

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**SOI Description** This extract is an abbreviated list of tactical call signs used during an armor platoon movement to contact SIMNET table.

The Battlemaster should provide the unit with a copy of this SOI extract if they do not have one of their own for execution.

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**Frequency List Description** The radio frequency list in this section should be used as reference for setting up tactical radios before an exercise and conducting radio checks on assigned frequencies.

A copy of this frequency list should be provided to the training unit for them to use during execution.

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*Continued on next page*

**FOR TRAINING USE ONLY**

**BDE 21 (AT) SOI EXTRACT**

UNIT	CALL SIGN	FREQ	SUFFIXES	
DIVISION CMD	VANGUARD		CDR	66/06
BRIGADE CMD	STRIKE		DEPUTY	SUFFIX + B
1-5 ARMOR	FALCON		XO	05
1-175 MECH	SEAHAWK		CSM/1SG	07
2-119 MECH	EAGLE		S-1	01
3-232 ARMOR	OUTLAW		S-2	02
B-14 CAV	SABER		S-3	03
HHC	HEADHUNTER		S-4	04
CO A	APACHE		S-5	08
CO B	BOUNTYHUNTER		SIGO	09
CO C	COMMANCHE		BMO	10
CO D	DESPERADO		FSO	30
SCOUT	SCOUT		NBC	31
MORTAR	MAILER		ALO	32
BDE A/L	SIERRA		A2C2	33
BDE O/I	VICTOR		PMO	35
1ST BDE	SLICE		IG	36
2ND BDE	KICK		PAO	37
3D BDE	HOOK		SJA	38
FSO	REDLEG		CHAPLAIN	39
FWD SPT BN	PACK MULE		DRV/RTO	D
ARTY BN (DS)	REDHIP		GSR	R
AVN BN	SNAKE		NCS	N
ENGR BN	SAPPER		MAIN CP	X
ADA BTRY	GOOSE		TAC CP	Y
MP PLT	DILLON		REAR CP	Z
SIGNAL PLT	WAVES			
CAS	SKYWALKER		ARMOR	T
CHEM PLT	BLACKFLAG		MECH	M
CHALLENGE: <u>RAFFLE</u> PASSWORD: <u>TINKER</u>				

**FOR TRAINING USE ONLY**

**BDE 21 (AT) SOI EXTRACT**

UNIT	CALL SIGN	FREQ	SUFFIXES	
1ST PLT	RED		PLT/SEC/TM LDR	6
2D PLT	WHITE		PLT/SEC/TM SGT	7
3D PLT	BLUE		TK 1/SQD SEC/TM	1
4TH PLT	GREEN		TK 2/SQD SEC/TM	2
SCOUT PLT	SCOUT		TK 3/SQD SEC/TM	3
MORTAR PLT	MAILER		TK 4/SQD SEC/TM	4
MEDICAL PLT	BLACK		# 5/SQD SEC/TM	5
			# 6/SQD SEC/TM	6
			# 7/SQD SEC/TM	7
			# 8/SQD SEC/TM	8
ARMOR	T		# 9/SQD SEC/TM	9
MECH	M		# 10/SQD SEC/TM	10
GUNNER	G		# 11 - 20	11 - 20
LOADER	L			
DRV/RTO	D			
CHALLENGE: RAFFLE _____ PASSWORD: TINKER _____				

### SIMNET FREQUENCY LIST

CHANNEL / FREQ	USER NET	CHANNEL / FREQ	USER NET
1 / 36.00		21 / 56.00	
2 / 37.00	SCT PLT	22 / 57.00	
3 / 38.00		23 / 58.00	
4 / 39.00	C CO CMD	24 / 59.00	A CO CMD
5 / 40.00		25 / 60.00	
6 / 41.00	D CO CMD	26 / 61.00	B CO CMD
7 / 42.00		27 / 62.00	
8 / 43.00	BN FIRE SPT	28 / 63.00	BN AJ
9 / 44.00		29 / 64.00	ENGINEER
10 / 45.00	BDE FIRE SPT	30 / 65.00	BN A/L
11 / 46.00		31 / 66.00	
12 / 47.00		32 / 67.00	BN CMD
13 / 48.00		33 / 68.00	
14 / 49.00		34 / 69.00	BDE A/L
15 / 50.00		35 / 70.00	CAS
16 / 51.00		36 / 71.00	BDE O&I
17 / 52.00		37 / 72.00	
18 / 53.00		38 / 73.00	BDE CMD
19 / 54.00		39 / 74.00	
20 / 55.00		40 / 35.00	SIMNET STAFF

NOTE: CHANNELS 12-22 (47.00 - 57.00) ARE AVAILABLE FOR PLATOON NETS AS REQUIRED. ALL OTHER CHANNELS ARE RESERVED.

## I-6. Master Scenario and Overlay Lists

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**SIMNET and ModSAF**

The Master Scenario and Overlay Lists contain the titles and ModSAF overlay file names for all armor platoon scenarios and overlays for the armor platoon movement to contact tables.

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**Training Use**

The Battlemaster needs to keep this list at his workstation to ensure his workstation is loaded with appropriate overlays prior to exercise initialization.

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*Continued on next page*

## Master Scenario and Overlay Lists

**PAB2**

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Scenario	File Number
Armor Platoon MTC Table 2	GPAB2.2

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Overlay	File Number
Company/Platoon Operations Overlay	PASXOMA.2
Fire Support Overlay	CATXOFS.1

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*Continued on next page*

## Master Scenario and Overlay Lists, Continued

### PAB3

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Scenario	File Number
Armor Platoon MTC Table 3	GPAB3.1

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Overlay	File Number
Company/Platoon Operations Overlay	PASXOMA.2
Fire Support Overlay	CATXOFS.1

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## Section II

### Guide to Platoon Tables

#### II-1. Exercise Intervention Guidelines

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**Purpose** There are general intervention guidelines applicable to all Battlemasters and Unit Observers during a SIMNET armor platoon movement to contact table. Changes to training will be made only if necessary. Options that are least disruptive to the overall exercise will be preferred courses of action. Solutions should always minimize impact on exercise execution.

---

**Decision Authority** The Exercise Battlemaster, coordinating with the unit commander, has overall decision authority for all matters impacting on the conduct of training.

Because intervention during execution may be required to keep a unit within exercise parameters, the Exercise Battlemaster may *recommend* actions to the unit commander which impact on their training but the two leaders should concur with each other on all actions which might cause the unit to deviate from their weekend unit training plan.

---

**Exercise Battlemaster**

The Battlemaster must be prepared to:

- Notify the Unit Observer after approved interventions have occurred.
  - Coordinate with the unit commander and Grafenwoehr SIMNET site staff as needed.
- 

*Continued on next page*

## II-1. Exercise Intervention Guidelines, Continued

---

<b>Exercise Battlemaster (cont.)</b>	<p>Once an exercise has started, the Exercise Battlemaster should remain alert for orders or instructions that contradict or do not correspond with the established unit training plan.</p> <p>When Unit Observers have a situation they think needs intervention, they must contact the Exercise Battlemaster for authorization to take action.</p>
<b>Target Problem</b>	<p>The key to finding effective solutions is to identify the problem. To the extent possible, the Exercise Battlemaster should follow the intervention guidelines designated in this section.</p>
<b>Possible Reasons</b>	<p>Exercise intervention may be necessary when conditions exist that seriously threaten the training effect of an exercise. These conditions are normally the result of a:</p> <ul style="list-style-type: none"><li>• Technical interruption or failure.</li><li>• Gross violation of scenario intent by the training unit.</li><li>• Total breakdown in the unit's ability to perform.</li></ul>
<b>Tactical</b>	<p>If a problem is tactical, it might be solved by manipulation of OPFOR or message traffic issued by the Battlemaster or Unit Observer.</p> <p>Examples of tactical problems include:</p> <ul style="list-style-type: none"><li>• Unauthorized change in mission initiated by the training unit.</li><li>• Movement outside unit sector.</li><li>• Failure to move or too rapid movement.</li></ul>
<b>Combat Status</b>	<p>Intervention, in the form of a FRAGO mission change or a change in the battalion battle plan, should occur whenever the training unit reports an overall RED combat status.</p>

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*Continued on next page*

## II-1. Exercise Intervention Guidelines, Continued

---

**Fire Support and CSS Changes** No changes can be initiated that increase fire support, combat support or service support beyond what is specified in the OPORD or other exercise control documentation, i.e., SIMNET plan sheets.

---

**Key Leader Survivability** If necessary, and authorized by the Unit Observer and Exercise Battlemaster, unit leaders may move from a damaged or destroyed simulator to an operational simulator *once* during the exercise, unless otherwise specified by the Battlemaster.

Leaders may only go to the nearest manned simulator based on locations of entities in the SIMNET database. The Battlemaster will direct the unit leader to the designated simulator, per guidance from the Unit Observer.

---

**Stop/Restart Exercise** The only time a SIMNET exercise needs to be stopped and/or restarted, is when a unit consistently fails to meet training standards throughout the exercise.

This situation might call for the exercise to be stopped and the Battlemaster and Unit Observer required to conduct informal AARs with their counterparts from the training unit to explain the problem and coach them into identifying and implementing corrections.

The exercise would then be re-initialized *from the beginning*.

---

**Approval** All interventions must be approved, directed, and supervised by the Battlemaster, in coordination with the unit commander.

---

*Continued on next page*

## II-1. Exercise Intervention Guidelines, Continued

---

### Coordination

In most cases, the Battlemaster and Unit Observer will work to issue message traffic that will enable the unit to continue execution.

The Battlemaster must coordinate closely with Unit Observers to ensure they are aware of what is occurring, why it is occurring, and its impact on unit performance.

---

### Coaching

The initial form of intervention to use with maneuver units is coaching. The Battlemaster and Unit Observer may coach to cause specific responses that will improve training value of the exercise.

Always base coaching on:

- Doctrine.
- Tasks specified in the scenario order.
- Information processing.

---

### Message Traffic

Message traffic interventions channeled to the unit in training must be based on actual, reported unit activities, e.g.:

- Company SITREP.
- Back-brief.
- Monitored FRAGO.
- Reported combat status.

---

*Continued on next page*

## II-1. Exercise Intervention Guidelines, Continued

---

### Misoriented Vehicles

Battlemasters may assist misoriented vehicles as follows:

- Provide exact eight-digit grid coordinates to crews of platoon leader, company/team commander, executive officer, and scout section leader vehicles upon request. This replicates these leaders having a GPS.
- If misoriented crews come within line-of-sight of friendly ModSAF vehicles, the Battlemaster controlling the ModSAF must submit a SPOT report of contact with the misoriented vehicle to the first manned simulator in the ModSAF vehicles' chain of command. Do not mention that it is a misoriented vehicle unless appropriate.
- If the misoriented vehicle goes outside the unit area of operations, the Battlemaster may choose to have the adjacent unit report the vehicle in their area of operations or create a ModSAF vehicle to approach and coordinate with the misoriented vehicles.

---

### Replacements

Replacements are actually crews from the unit who were in vehicles already destroyed during the exercise.

---

*Continued on next page*

## II-1. Exercise Intervention Guidelines, Continued

---

### Use of Replacements

The Battlemaster and Unit Observer must approve use of replacements during an exercise.

Guidelines for use of replacements include:

- The Battlemaster must provide them with their exact initialization location and new call signs and frequencies to use during the remainder of the exercise.
  - Re-initialize vehicles at the battalion task force field trains location listed in the appropriate OPORD.
  - The number of replacements should not exceed one (1) M-1 tank.
-

## II-2. Simulation System Failure

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### Types

SIMNET system failures are divided into three categories based on estimated down time:

- *Major* (exceeding one hour).
- *Moderate* (between 30 and 60 minutes).
- *Minor* (anything up to 30 minutes).

The Battlemaster must obtain an estimate of the time to repair from Grafenwoehr SIMNET site staff.

---

### Major Failure

Major failures might result in administrative interruption or exercise termination.

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*Continued on next page*

## II-2. Simulation System Failure, Continued

---

**Minor Failure** During a minor failure, the Battlemaster (under guidance from the Unit Observer) should create and send message traffic indicating tactical reasons for delays or interruptions during mission execution.

---

**Possible Failure Situations** This table lists possible system failure situations and solutions.

IF...	THEN...
System (simulator or software) failure is <i>short-term</i> ....	Delay STARTEX and use other training materials until simulation is available, e.g., mapex or sandtable.
System (simulator or software) failure is <i>long-term</i> ....	Training priority should be given to personnel in leadership positions. Unit commander will decide which non-leader simulators will be sacrificed if all required equipment is not available.
Radio availability becomes problem....	Training units will operate within a one-net configuration.
Malfunction occurs early (less than 20 minutes) in the exercise....	Exercise should be restarted.
Malfunction occurs during an exercise more than half over....	Battlemaster should attempt to work through problem in an effort to complete exercise.

---

## II-3. UPAS Integration

### Guidelines

The information on the two pages at the end of this sub-section (II-3) provides guidance on using UPAS during company/team SIMNET table AARs.

### Reports

To assist AAR and Take Home Package (THP) preparations, UPAS will automatically print 10 reports at ENDEX. These reports are designed to be standardized in nature and support AARs and THPs. Available reports include firing activity, fratricides, crew errors, unit strength, and fire damage/casualties.

The following figure is what the UPAS Report Printing Menu looks like on the computer screen. It can be accessed by selecting option 4 from the Main Menu.

```
UNIT PERFORMANCE ASSESSMENT SYSTEM EASY ACCESS MENU
UPAS REPORT PRINTING MENU
IF YOU NEED TO:          TYPE:  AND  PRESS:
PRINT:
10.  ALL AAR REPORTS.....10          ENTER
10A. BLUEFOR/REDFOR VEHICLE LINE UP REPORT.....10A      ENTER
10B. BLUEFOR VEHICLE LINE UP REPORT.....10B            ENTER
10c. REDFOR VEHICLE LINE UP REPORT.....10C            ENTER
11.  BATTLE SUMMARY REPORT.....11          ENTER
12.  ENGAGEMENT REPORT.....12           ENTER
13.  FRATRICIDE REPORT.....13           ENTER
14.  FIRING ACTIVITY BY RANGE REPORT.....14          ENTER
15.  CREW ERROR REPORT.....15           ENTER
16.  BLUEFOR START/END UNIT STRENGTH REPORT.....16      ENTER
17.  REDFOR START/END UNIT STRENGTH REPORT.....17      ENTER
18.  DIRECT FIRE DAMAGE/CASUALTY REPORT.....18          ENTER
19.  INDIRECT FIRE DAMAGE/CASUALTY REPORT.....19        ENTER

--To return to the Main Menu, from any C:\> prompt, press 9 and enter --
December 14, 1994  Joseph J. Cassidy  PRC Inc.  VER 1.0 MOD:GM D.O. 027

C:\>_
```

*Continued on next page*

### II-3. UPAS Integration, Continued

Description of Reports

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The table on the following page lists the different UPAS reports and provides a brief description of each.

---

*Continued on next page*

UPAS Optio.	Description
10	Prints reports 10A through 19.
10A	Prints battle roster depicting Blue and Red Forces, Logical Player Number (LPN), and type of vehicle with its Bumper Number for all entities (CVSs or ModSAF Created) that participated in the table.
10B	Prints battle roster depicting Blue Forces, Logical Player Number (LPN), and type of vehicle and its Bumper Number for all entities (CVSs or ModSAF Created) that participated in the table.
10C	Prints battle roster depicting Red Forces, Logical Player Number (LPN), and type of vehicle and its Bumper Number for all entities (CVSs or ModSAF Created) that participated in the table.
11	<i>Note: SIMNET technology is not a gunnery trainer and the Battle Summary Report does not depict gunnery scores. This report tells how many shots were fired by each specific type of vehicle and, within each vehicle, the type of ammo used against a specific type of enemy threat.</i>
12	Prints an engagement report, by vehicle bumper number showing type of round fired, range in meters, target vehicle bumper number, type of vehicle and result of this engagement. Allows reader to evaluate if proper ammunition was used against the threat. Also depicts if the crew fired within a prudent range.
13	Fratricide report depicts firing vehicle, time in which fratricide took place, target vehicle bumper number, result of this fratricide (Hit or Kill).
14	Firing Activity by Range. Allows reader to view trends in how the crew engages enemy. This report is sorted by vehicle and shows vehicle bumper number, seven ranges in meters (0-500, 501 - 1000, 1001 - 1500, 1501 - 2000, 2001- 2500, 2501 - 3000, and 3001 and up), how many rounds were fired, and within the ranges the minimum and maximum range fired. This report helps evaluate if crew fired within prescribed trigger point, or if crew was firing way out of range.
15	Crew Error Report. CVSs will transmit crew error codes (status codes) and UPAS captures these codes and reports them. Some codes are concise while other codes are not clear. Report includes time, bumper number, and status code (listed below). At the moment of the AAR it is imperative to ask the crew of the vehicle with an unclear crew error code what happened at that moment. The following is a list of codes and meanings:  <div style="display: flex; justify-content: space-between;"> <div style="width: 45%;"> <p>CONCISE STATUS CODES</p> <p>12 = Veh. destroyed by collision.</p> <p>32 = Veh. damaged by collision.</p> <p>17 = Destroyed unsuitable terrain.</p> <p>37 = Damaged unsuitable terrain</p> </div> <div style="width: 45%;"> <p>UNCLEAR STATUS CODES</p> <p>13 = Veh. destroyed by crew error</p> <p>33 = Veh. subsystem damaged by crew error.</p> <p>If code 33 is attached to an M2 IFV, there is a possibility of a 25mm misfire. Code 33 failures in most cases results from crew error or abuse such as running an engine with the low oil pressure or hi-temp warning light lit.</p> </div> </div>
16	This report depicts how many BLUE vehicles started the battle, how many were destroyed and how many were alive at ENDEX.
17	This report depicts how many RED vehicles started the battle, how many were destroyed and how many were alive at ENDEX.
18	The Direct Fire Damage\Casualty report provides information on which vehicle was responsible for the kill. Depicts the firing vehicle bumper number, type of round used, range, the target vehicle, and the result of this firing event. This report is submitted to confirm which crew executed the kill. From this lesson we can learn which tactics went into effect to produce the kill, and clarifies beyond any doubt which crew is responsible.
19	Indirect Fire Casualty reports damage or casualties cause by indirect fire. Provides user with the time, vehicle bumper number, side (BLUE or RED) and status code (e.g., 15 = Vehicle Destroyed, 35 Vehicle Damaged).

## *Performance Measure Categories Matched to UPAS AAR Aids*

AAR Aids							
Performance Measures	Tables/ Graphs	Battle Flow	Snapshot	Plan View	Fire Fight	Timeline	
Movement and Firing				✓		✓	
Friendly and Enemy Fires	✓			✓	✓	✓	
Movement and Control Measures		✓	✓	✓		✓	
Movement Technique and METT-T		✓	✓	✓			
Movement and Cover/Concealment		✓	✓	✓			
Weapon Orientation			✓	✓			
Halts and Cover/Concealment		✓	✓	✓		✓	
Locations of Friendly Indirect Fire and Enemy Positions	✓				✓		
Spatial Relationships Among Moving Vehicles		✓	✓	✓			
Rate of Movement		✓		✓		✓	
Location, Control Measures, and Communications						✓	
Firing Events and Communications						✓	

## UPAS Use in Armor Platoon Tables

<i>Table</i>	<i>Tasks</i>	<i>Critical Subtasks</i>	<i>UPAS AAR Aid Utilization</i>
<b>PAB2</b>	17-3-0205 Execute a Wedge Formation	M3 Wedge Formation	Use <b>Battle Snapshot</b> to capture formation
	17-3-0209 Execute Traveling	M2 Traveling technique	Use <b>Plan View Display</b> to record movement/formation
	17-3-0221 Execute Actions on Contact	A5 TC who first observes enemy takes action	Use <b>Plan View Display</b> to record actions on contact Use <b>Fire Fight</b> to show engagement
		A6 Remainder of platoon takes action	
		C9 Plt Ldr directs platoon battle drill	
		C5 Contact Report	
		C6 Spot Report	
	Battle Drill 4 Air Attack Drill	A7 Identify aircraft and take action	Use <b>Plan View Display</b> to record actions on contact Use <b>Fire Fight</b> to show engagement
		A2 Air Attack Drill	
	<b>PAB3</b>	17-3-0205 Execute a Wedge Formation	M3 Wedge Formation
17-3-0209 Execute Traveling		M2 Traveling technique	Use <b>Plan View Display</b> to record movement/formation
17-3-0221 Execute Actions on Contact		A5 TC who first observes enemy takes action	Use <b>Plan View Display</b> to record actions on contact Use <b>Fire Fight</b> to show engagement
		A6 Remainder of platoon takes action	
		C9 Plt Ldr directs platoon battle drill	
		C5 Contact Report	
		C6 Spot Report	
<b>GENERAL</b>		Use the <b>Timeline</b> AAR Aid throughout the table to establish event points, and reporting/communications. Use the following <b>Tables/Graphs</b> for every table: <b>Fratricide Report; Engagement Report; Firing Activity by Range Report; Direct Fire Damage/Casualty Report.</b>	

## Chapter 2

### PAB2 - Tactical Movement/Actions on Contact

#### Overview

---

#### Guidelines

This chapter contains information specific to armor platoon table PAB2.

---

#### Contents

This chapter contains the following information.

Section	Topic	See Page
I	Pre-Execution	40
II	Execution	49
III	Post Execution	56

---

## Section I

### PAB2 - Tactical Movement/Actions on Contact

#### Pre-Execution

#### I-1. Execution Guidance

**Purpose**

This table is designed for the practice and execution of offensive tasks/skills. Units should be coached through the tasks. Tactical intervention is encouraged.

**Focus**

The focus should be on the platoon's reaction to contact and development of the situation, and techniques of movement and reporting. The Battlemaster should execute this table as though he were the company commander directing the unit during a combat operation.

**Battlemaster Guidance**

The following table lists the parameters within which PAB2 should be conducted.

Parameters	Notes
Artillery	Should <u>not</u> be used in this table.
OPFOR	Use the appearance of enemy to assess platoon's reaction to contact. Recon elements should <u>not</u> close with BLUEFOR.  Once they are identified, they should stop, then reverse course after 10 minutes if no action is taken against them.
BLUEFOR	None required.
Risk of system overload	Low.
Mission execution	The company commander (Battlemaster role play) should urge the unit to speed up if it is maneuvering/reacting to contact too slowly.

*Continued on next page*

# I-1. PAB2 - Tactical Movement/Actions on Contact Execution Guidance, Continued

**Exceeding  
ARTEP-MTP  
Standards**

Units which experience minimal difficulty in performing the subtasks/tasks for table PAB2 (see Poster 1) should be given the opportunity to execute additional subtasks/tasks.

The following table lists doctrinally appropriate supplemental events that may be employed during PAB2.

Event	Insert	Cue	Results	Tasks added
1. Indirect fire	After FRAGO-CP22	Plt identifies/reports BMP section	Plt executes indirect fire drill	Battle drill 5: React to Indirect Fire
2. BMP section	After reorientation to MSR BILLY	Plt resumes orientation on MSR BILLY	Plt executes actions on contact against BMPs moving from NK 460110 to NK 475120	NA

## I-2. PAB2 - Tactical Movement/Actions on Contact SIMNET Plan Sheets

---

**Purpose**

The plan sheets contain all force information and provide instructions on how the movement to contact scenario is represented within the SIMNET database.

These plan sheets are used by the Battlemaster to input manned simulators in the database.

---

**Training Use**

These plan sheets should be available during exercise execution in case a software or hardware problem necessitates re-entering this information in the database after the exercise has started.

---

*Continued on next page*

UNIT: TANK PLT  
DATE: \_\_\_\_\_

SIMNET PLAN SHEET  
PAB2

EXERCISE ID: \_\_\_\_\_  
TRAINING AREA: NTC  
FREQUENCY: \_\_\_\_\_

PART I. COMBAT ELEMENTS

SIM	UNIT	BMPR #	LOCATION	AZIMUTH	ALIGNMENT	FUEL	AMMO	MAINT	REMARKS
	CO/TM	66*							
	CO/TM	65*							
		11*							
		12							
		13							
		14*							
M1		21*	NK594120	4800	BLUE	FULL	FULL	NEW	PLATOON IN WEDGE.
M1		22	NK595119	4800	BLUE	FULL	FULL	NEW	
M1		23	NK596122	4800	BLUE	FULL	FULL	NEW	
M1		24*	NK595121	4800	BLUE	FULL	FULL	NEW	
		31*							
		32							
		33							
		34*							
	SCOUT	71*							
		72*							
		73*							
		74*							
		75*							
		76*							
POC			M1						

ST: \_\_\_\_\_ SAF: \_\_\_\_\_ TA: \_\_\_\_\_

UNIT: TANK PLT  
 DATE: \_\_\_\_\_

SIMNET PLAN SHEET  
 PAB2

EXERCISE ID: \_\_\_\_\_  
 TRAINING AREA: NTC  
 FREQUENCY: \_\_\_\_\_

SAFOR COMBAT ELEMENTS

UNIT TYPE	UNIT SIZE	LOCATION	AZ/MUTH	BLUE/RED	FORMATION	GUNNERY LEVEL	OPENING RANGE	REMARKS
AH64 ID H11	(1)	NK568032	6400	BLUE	N/A	N/A	N/A	FLIGHT PLAN AS FOLLOWS: 60m AGL 100 KNOTS TO NK582150 TO NK560135 TO NK550110 TO NK550072 TO END PT NK540060. RT H11.
BMP-2 ID 111/112	(2)	NK516078	0300	RED	LINE	25%	2000m	BMPS WILL MOVE TO NK510110 THEN IMMEDIATELY MOVE ON REVERSE AZIMUTH TO NK516074. RT 11.
HIND-D ID 111/112	SECTION	NK513185	2500	RED	LINE	25%	2000m	FLIGHT PLAN AS FOLLOWS: 30m AGL, 100 KNOTS TO NK520168 TO END PT NK520100. RT 22.

### I-3. PAB2 - Tactical Movement/Actions on Contact Table Preview

---

**PAB2 Overview** The Battlemaster or Unit Observer should read the following paragraph to unit leaders:

"Before you begin this tactical table, which focuses on tactical movement and actions on contact, I'll give you some information about your tactical situation.

"I'll tell you the MTP tasks that this table covers, and the critical subtasks that we'll be concentrating on as you execute the table. Then we'll do a flyover of the terrain that you'll be on, using the stealth view.

Following this table, you will participate in an AAR, which will focus on these critical subtasks."

---

**Tactical Situation** The Battlemaster or Unit Observer should read the following paragraph to unit leaders:

"The platoon is currently located in ATK A2. It has received an order to attack, as the lead platoon in the company. The company is conducting a movement to contact in a wedge formation.

All preparations, including a map reconnaissance of the area, have been completed. Enemy contact is expected."

---

**Tasks and Critical Subtasks** The Battlemaster or Unit Observer should read the following paragraph to unit leaders while referring to Poster 1:

"The events in this table will require you to perform a variety of tasks. The critical subtasks for this table are in the areas of Movement, Command and Control, and Actions on Contact."

---

*Continued on next page*

### I-3. PAB2 - Tactical Movement/Actions on Contact Table Preview, Continued

---

**Stealth Overview** The Battlemaster should use the stealth overview to show the unit their projected movement from ATK ALPHA to PL WHEELING and discuss task and subtask execution.

---

**Recap Tactical Situation** The Battlemaster or Unit Observer should read the following paragraph to unit leaders:

"Again, the tactical situation is as follows: The platoon is currently located in ATK A2. It has received an order to attack, as the lead platoon in the company. The company is conducting a movement to contact in a wedge formation.

All preparations, including a map reconnaissance of the area, have been completed. Enemy contact is expected."

---

**Starting Locations** The O/C should tell the unit their vehicle starting locations as presented in the following table.

Starting Location	Grid	Orientation in mils
A21	NK 594120	4800
A22	NK 595115	4800
A23	NK 596122	4800
A24	NK 595121	4800

---

**Question Unit** The Battlemaster or Unit Observer should ask the unit if they have any mission-related questions.

---

**REDCON 1** Based on his estimate of the amount of time the company/team needs for troop leading procedures, the Battlemaster should give the company/team commander a NLT time to be REDCON 1.

---

#### **I-4. PAB2 - Tactical Movement/Actions on Contact Subtask/Task Poster**

**Purpose**

---

The poster on the following page is designed as a visual aid to use during the platoon AAR.

It lists the critical subtasks and ARTEP-MTP tasks on which PAB2 is based.

---

*Continued on next page*

## PAB2

### TACTICAL MOVEMENT/ACTIONS ON CONTACT

#### CRITICAL SUBTASKS

- **Command and Control:**
  - C5 Contact report
  - C6 Spot report
  - C9 Platoon Leader directs platoon battle drill
  
- **Actions on Contact:**
  - A2 Air attack drill
  - A5 TC who first observes enemy takes action
  - A6 Remainder of platoon takes action
  - A7 ID aircraft and take action
  
- **Movement:**
  - M2 Traveling technique
  - M3 Wedge formation

#### ARTEP-MTP TASKS

- 17-3-0205 Execute a Wedge Formation
- 17-3-0209 Execute Traveling
- 17-3-0221 Execute Actions on Contact
- Battle Drill 4 Air Attack Drill

POSTER 1

## Section II

### PAB2 - Tactical Movement/Actions on Contact

#### Execution

##### II-1. Event Guide

---

**Purpose**

The table on the following pages is the PAB2 Event Guide. It is used to record observations of unit performance during conduct of the table.

---

**Instructions**

During the table, put a **circle** in the event box for critical subtasks that were not performed to standard.

Put a **check** in the event box for critical subtasks that were performed to standard.

Use comments/time block to make notes for playback and use during the AAR.

---

*Continued on next page*

# PAB2 - Tactical Movement/Actions on Contact

## Event Guide

Observer Action	BM Action	Plt Action	Critical Subtasks	Time/Comments
<p>"Guidons, this is Black 6. WCS is RED, FREE after crossing the LD; we have friendly aircraft in the area. Keep a sharp look out. White 1, move out. Orient on CP 20 and parallel your movement along MSR BILLY. Your movement will be covered. Red, move parallel to, and North of BILLY. Blue, move parallel to, and South of BILLY. Red and Blue, follow White. Report crossing all phase lines and contacts."</p> <p><i>Note: Send 2 minutes after White reports moving:</i></p> <p>"Black 6, this is Red 1. Moving now."                      "Black 6, this is Blue 1. Moving now."</p>		<p>Plt moves out from ATK A2.</p>	<p>M2 [ ]                      Traveling technique</p> <p>M3 [ ]                      Wedge formation.</p>	

Observer Action	BM Action	Plt Action	Critical Subtasks	Time/Comments
	Start AH-64 when Plt reports REDCON 1: <b>ID_H11, RT_H11</b>	Plt reports friendly aircraft.	A7 [ ] ID aircraft and take action.	
"White 1, this is Black 6. Roger. Continue mission."				
		Plt crosses LD (PL MARTIN), and reports.	M2 [ ] Traveling technique  M3 [ ] Wedge formation.	
<p>Note: If plt does not report crossing LD within 1 minute after crossing, request a SITREP. After SITREP, send:</p> <p>"Guidons, this is Black 6. Roger. Enemy aircraft spotted to our north. Stay alert."</p>		Plt acknowledges and continues to move.	M2 [ ] Traveling technique  M3 [ ] Wedge formation	

Observer Action	BM Action	Plt Action	Critical Subtasks	Time/Comments
<p>Note: Send 2 minutes after executing plt crosses LD:</p> <p>"Black 6, this is Red 1. LD now."</p> <p>"Black 6, this is Blue 1. LD now."</p>				
	<p>Start HIND-Ds when plt reports crossing LD: <b>ID 111/112, RT 22</b></p>	<p>Plt executes air attack drill and reports.</p>	<p>C5 [ ] Contact report.</p> <p>C6 [ ] Spot report.</p> <p>A2 [ ] Air attack drill.</p> <p>A7 [ ] ID aircraft and take action.</p>	

Observer Action	BM Action	Plt Action	Critical Subtasks	Time/Comments
<p><i>Note: Call for SITREP if pldr has not responded within 2 minutes.</i></p> <p>"White 1, this is Black 6. SITREP."</p> <p><i>Note: Upon completion of SITREP, give plt a continue mission order. Or have Blue 1 report air contact if attacked first.</i></p>				
<p>"White 1, this is Black 6. Scouts report enemy activity vic NK525114. Blue can't get there quick enough. Move to vic CP 22; check out situation and report. Your move will be covered. Move now. Red and Blue, provide overwatch."</p>		<p>Plt orients movement on CP 22.</p>	<p>M2 [ ] Traveling technique</p> <p>M3 [ ] Wedge formation.</p>	

Observer Action	BM Action	Plt Action	Critical Subtasks	Time/Comments
	Start BMP section when O/C finishes transmission: <u>ID 111/112;</u> <u>RT 11</u>	Plt executes actions on contact and reports.	C5 [ ] Contact report.  C6 [ ] Spot report.  C9 [ ] Plt directs platoon battle drill.  A5 [ ] TC who first observes enemy takes action.  A6 [ ] Remainder of platoon takes action	
"White 1, this is Black 6. Roger. Reorient on MSR BILLY; your move will be covered. Red and Blue, move when White picks up the lead."		Plt acknowledges and reorients on MSR BILLY.	M2 [ ] Traveling technique.  M3 [ ] Wedge formation.	

Observer Action	BM Action	Plt Action	Critical Subtasks	Time/Comments
<p>"Guidons, this is Black 6. Hold in place just short of PL WHEELING. Left flank company has fallen back. Report when set."</p>		<p>Plt halts short of PL WHEELING and reports set.</p>	<p>M2 [ ] Traveling technique.</p> <p>M3 [ ] Wedge formation.</p>	
<p>"White 1, this is Black 6. Roger. Dismount and come to my location."</p>				

## Section III

### PAB2 - Tactical Movement/Actions on Contact

#### Post Execution

#### III-1. AAR Worksheet

---

**Purpose**

During execution of PAB2, the Battlemaster or Unit Observer should use the worksheet on the following page to review observations of unit performance, define unit "sustain" and "improve" areas, and identify performance trends.

They should also use this form to assess whether supplemental events will be employed (see table execution guidance).

---

**Instructions**

Put a **circle** in the event box for critical subtasks that need to be emphasized during the AAR.

Put a **check** in the event box for critical subtasks that were performed to standard.

In the row labelled "**FINAL**," put a **circle** or a **check** to indicate performance on the critical subtask at the conclusion of the table.

---

*Continued on next page*

# PAB2 - Tactical Movement/Actions on Contact

## AAR Worksheet

EVENT	M2	M3	C5	C6	C9
	Traveling technique	Wedge formation	Contact report	Spot report	Pldr directs platoon battle drill
Move out			////////////////////	////////////////////	////////////////////
Friendly air	////////////////////	////////////////////	////////////////////	////////////////////	////////////////////
Line of departure			////////////////////	////////////////////	////////////////////
Continues movement			////////////////////	////////////////////	////////////////////
HIND-Ds	////////////////////	////////////////////			////////////////////
FRAGO - CP 22			////////////////////	////////////////////	////////////////////
Regt Recon	////////////////////	////////////////////			
Reorientation to MSR BILLY			////////////////////	////////////////////	////////////////////
PL WHEELING			////////////////////	////////////////////	////////////////////
FINAL					
Next Table?	Yes	Yes	Yes	Yes	Yes

Continued on next page

**PAB2 - Tactical Movement/Actions on Contact AAR Worksheet, Continued**

EVENT	A2 Air attack drill	A5 TC who first observes enemy takes action	A6 Remainder of platoon takes action	A7 ID aircraft and take action
Move out	////////////////////	////////////////////	////////////////////	////////////////////
Friendly air	////////////////////	////////////////////	////////////////////	
Line of departure	////////////////////	////////////////////	////////////////////	////////////////////
Continues movement	////////////////////	////////////////////	////////////////////	////////////////////
HIND-Ds		////////////////////	////////////////////	
FRAGO - CP 22	////////////////////	////////////////////	////////////////////	////////////////////
Regt Recon	////////////////////			////////////////////
Reorientation to MSR BILLY	////////////////////	////////////////////	////////////////////	////////////////////
PL WHEELING	////////////////////	////////////////////	////////////////////	////////////////////
FINAL				
Next Table?	No	Yes	Yes	No

## III-2. PAB2 - Tactical Movement/Actions on Contact AAR Guide

**Instructions**      The Battlemaster or Unit Observer should use the table on the following page to guide them in conducting the AAR.

---

*Continued on next page*

### III-2. PAB2 - Tactical Movement/Actions on Contact, Continued

Step	Action
1	<ul style="list-style-type: none"> <li>• Refer to Poster 1.</li> <li>• Review combat functions and critical subtasks.</li> </ul>
2	<ul style="list-style-type: none"> <li>• Analyze scenario:               <ul style="list-style-type: none"> <li>• Ask the platoon leader, or a member of the unit appointed by the platoon leader, to state the Leader's Plan. Advise him to use the factors of METT-T as a guide.</li> <li>• Read the following enemy intent: "HIND-Ds en route to rear targets reported a battalion-size unit conducting a road march, and regimental reconnaissance patrols identified our battalion main body east of PL MARTIN.  The PPA Bn continued to move to secure the key terrain vicinity PL AUSTIN. The enemy tried to pinpoint the location of our lead company with a flight of HIND-Ds and a BMP section, in order to gain information for the FSE and CRP."</li> <li>• Provide battlefield execution summary by describing what happened during table execution.</li> <li>• Refer to Poster 2 for list of events.</li> </ul> </li> </ul>
3	<ul style="list-style-type: none"> <li>• Lead unit in AAR discussion:               <ul style="list-style-type: none"> <li>• Focus on critical subtasks.</li> <li>• Refer to notes on AAR Worksheet to detect trends on critical subtask performance, across events. Share information with unit.</li> <li>• Use Stealth and UPAS information to illustrate consequences of unit actions.</li> <li>• Encourage unit leaders to provide performance analysis.</li> <li>• Refer to critical subtasks and combat functions for summary. Encourage unit personnel to summarize what they learned on each.</li> <li>• Use mylar board to write which critical subtasks are identified by the unit as performed well ("sustain") and which should be worked on during further unit training opportunities ("improve").</li> </ul> </li> </ul>
4	<p>Provide additional one-to-one feedback to unit leader:</p> <ul style="list-style-type: none"> <li>• Use AAR Worksheet to show unit performance trends and final assessment of unit performance for each subtask.</li> <li>• Indicate which critical subtasks are <u>not</u> emphasized in the next table.</li> <li>• With the unit leader, decide whether to repeat this table, continue with the next table, or continue with a more advanced table.</li> </ul>

### **III-3. PAB2 - Tactical Movement/Actions on Contact Event Poster**

---

**Purpose**

The poster on the following page is designed to be used as a visual aid during the platoon AAR.

It lists the major events in the PAB2 SIMNET table.

---

*Continued on next page*

## PAB2

# TACTICAL MOVEMENT/ACTIONS ON CONTACT

## EVENTS

- 1** Move out
- 2** Friendly air
- 3** Line of departure
- 4** Continues movement
- 5** HIND-Ds
- 6** FRAGO - CP 22
- 7** Regt recon
- 8** Reorientation to MSR BILLY
- 9** PL WHEELING

POSTER 2

## Chapter 3

### PAB3 - Tactical Movement/Actions on Contact

#### Overview

---

**Guidelines** This chapter provides the tactical training tools needed to prepare for and conduct an armor platoon table.

---

**Contents** This chapter contains the following information for executing table PAB3.

Section	Topic	See Page
I	Pre-Execution	64
II	Execution	73
III	Post Execution	78

---

## Section I

### PAB3 - Tactical Movement/Actions on Contact

#### Pre-Execution

##### I-1. Execution Guidance

---

**Purpose**

This table is designed for the practice and execution of offensive tasks/skills. Units should be coached through the tasks as necessary. Tactical intervention is encouraged.

---

**Focus**

The focus should be on the platoon's reaction to contact and development of the situation, as well as maintaining momentum, movement techniques, and reporting. The Battlemaster should execute this table as though he were the company commander directing the unit during a combat operation.

---

**Battlemaster Guidance**

The following table lists the parameters within which PAB3 should be conducted.

Parameters	Notes
Artillery	Should <u>not</u> be used in this table.
OPFOR	Use the appearance of the enemy to assess the platoon's reaction to contact. Recon elements should <u>not</u> close with BLUEFOR.  Once they are identified, they should stop, then reverse course after 10 minutes if no action is taken against them. The CRP should continue movement until contact with the platoon, then occupy a position and fight from there.
BLUEFOR	None required.
Risk of system overload	Low./Medium if supplemental event is executed.
Mission execution	The company commander (Battlemaster role-play) should urge the unit to speed up if it is maneuvering/reacting to contact too slowly.

---

*Continued on next page*

# PAB3 - Tactical Movement/Actions on Contact Execution

## Guidance, Continued

**Exceeding  
ARTEP-MTP  
Standards**

Units which experience minimal difficulty in performing the subtasks/tasks for table PAB3 (see Poster 1) should be given the opportunity to execute additional subtasks/tasks.

The following table lists doctrinally appropriate supplemental events that may be employed during PAB3.

Event	Insert	Cue	Results	Tasks added
FSE	After CP 41.	Platoon reports set at CP 41.	Platoon executes actions on contact against FSE moving from NK 395105 to NK 440130.	NA

## I-2. PAB3 - Tactical Movement/Actions on Contact SIMNET Plan Sheets

---

### Purpose

The plan sheets contain all force information and provide instructions on how the movement to contact scenario is represented within the SIMNET database.

These plan sheets are used by the SIMNET Battlemaster to input manned simulators in the database.

---

### Training Use

These plan sheets should be available during exercise execution in case a software or hardware problem necessitates re-entering this information in the database after the exercise has started.

---

*Continued on next page*

UNIT: TANK PLT  
 DATE: \_\_\_\_\_

SIMNET PLAN SHEET  
 PAB3

EXERCISE ID: \_\_\_\_\_  
 TRAINING AREA: NTC  
 FREQUENCY: \_\_\_\_\_

**PART I. COMBAT ELEMENTS**

SIM	UNIT	BMPR #	LOCATION	AZIMUTH	ALIGNMENT	FUEL	AMMO	MAINT	REMARKS
	CO/TM	66*							
	CO/TM	65*							
		11*							
		12							
		13							
		14*							
M1		21*	NK510134	4800	BLUE	FULL	FULL	NEW	PLATOON IN WEDGE FORMATION.
M1		22	NK511132	4800	BLUE	FULL	FULL	NEW	
M1		23	NK513137	4800	BLUE	FULL	FULL	NEW	
M1		24*	NK511136	4800	BLUE	FULL	FULL	NEW	
		31*							
		32							
		33							
		34*							
	SCOUT	71*							
		72*							
		73*							
		74*							
		75*							
		76*							
POC			M1					SAF:	ST: TA:

UNIT: TANK PLT  
 DATE: \_\_\_\_\_

SIMNET PLAN SHEET  
 PAB3

EXERCISE ID: \_\_\_\_\_  
 TRAINING AREA: NTC  
 FREQUENCY: \_\_\_\_\_

SAFOR COMBAT ELEMENTS

UNIT TYPE	UNIT SIZE	LOCATION	AZIMUTH	BLUE/RED	FORMATION	GUNNERY LEVEL	OPENING RANGE	REMARKS
BMP-2 ID 11	PLATOON	NK466130	1600	RED	WEDGE	25%	2000m	REGIMENTAL RECON PLATOON #1: START MOVE WHEN EXECUTING PLATOON BEGINS MOVEMENT. RT 11 from 467130 to 507132.
BMP-2 ID 22	PLATOON	NK445159	2500	RED	WEDGE	25%	2000m	REGIMENTAL RECON PLATOON #2: BEGIN MOVEMENT WHEN EXECUTING PLATOON REPORTS CONTACT WITH REGIMENTAL RECON PLATOON #1. RT 22 from 445159 to 472128.
BMP-2 ID 33	(2)	NK422161	2400	RED	LINE	25%	2000m	BMPs BEGIN TO MOVE WHEN EXECUTING PLATOON REPORTS CONTACT WITH REGIMENTAL RECON PLATOON #2. RT 33 from 423160 to 461141.
T-72 ID 441	(1)	NK434125	1100	RED	STATIONARY	50%	2000m	ENEMY TANK WILL ENGAGE WHEN EXECUTING PLATOON CLOSES WITH IN OPENING RANGE. T-72 HAS A DIE IN PLACE MISSION.

### I-3. PAB3 - Tactical Movement/Actions on Contact Table Preview

---

**PAB3 Overview** The Battlemaster or Unit Observer should read the following paragraph to unit leaders:

"Before you begin this tactical table, which focuses on tactical movement and actions on contact, I'll give you some information about your tactical situation.

I'll tell you the MTP tasks that this table covers, and the critical subtasks that we'll be concentrating on as you execute the table. Then we'll do a flyover of the terrain that you'll be on, using the stealth view.

Following this table, you will participate in an AAR, which will focus on these critical subtasks."

---

**Tactical Situation**

The Battlemaster or Unit Observer should read the following paragraph to unit leaders:

"The platoon is currently located just east of PL WHEELING. During its movement from the LD to PL WHEELING, the platoon encountered enemy helicopters and regimental recon patrols.

The platoon continues to move as the lead element of the company wedge and can expect to encounter additional regimental recon platoons and the CRP."

---

**Tasks and Critical Subtasks**

The Battlemaster or Unit Observer should read the following paragraph to unit leaders while referring to Poster 1:

"The events in this table will require you to perform a variety of tasks. The critical subtasks for this table are in the areas of Movement, Command and Control, and Actions on Contact."

---

*Continued on next page*

### I-3. PAB3 - Tactical Movement/Actions on Contact Table Preview, Continued

---

**Stealth Overview** The Battlemaster should use the stealth overview to show the unit their projected movement from PL WHEELING to PL PORTLAND and discuss task and subtask execution.

---

**Recap Tactical Situation** The Battlemaster or Unit Observer should read the following paragraph to unit leaders:

"Again, the tactical situation is as follows: The platoon is currently located just east of PL WHEELING. During its movement from the LD to PL WHEELING, the platoon encountered enemy helicopters and regimental recon patrols.

The platoon continues to move as the lead element of the company wedge and can expect to encounter additional regimental recon platoons and the CRP."

---

**Starting Locations** The O/C should tell the unit their vehicle starting locations as presented in the following table.

Starting Location	Grid	Orientation in mils
A21	NK 510134	4800
A22	NK 511132	4800
A23	NK 513137	4800
A24	NK 511136	4800

---

**Question Unit** The Battlemaster or Unit Observer should ask the unit if they have any mission-related questions.

---

**REDCON 1** Based on his estimate of the amount of time the company/team needs for troop leading procedures, the Battlemaster should give the company/team commander a NLT time to be REDCON 1.

---

#### **I-4. PAB3 - Tactical Movement/Actions on Contact Subtask/Task Poster**

**Purpose**

---

The poster on the following page is designed as a visual aid to use during the platoon AAR.

It lists the critical subtasks and ARTEP-MTP tasks on which PAB3 is based.

---

*Continued on next page*

## **PAB3**

### **TACTICAL MOVEMENT/ACTIONS ON CONTACT**

#### **CRITICAL SUBTASKS**

- **Command and Control:**
  - C5 Contact report**
  - C6 Spot report**
  - C9 Platoon Leader directs platoon battle drill**
  
- **Actions on Contact:**
  - A5 TC who first observes enemy takes action**
  - A6 Remainder of platoon takes action**
  
- **Movement:**
  - M2 Traveling technique**
  - M3 Wedge formation**

#### **ARTEP-MTP TASKS**

- **17-3-0205 Execute a Wedge Formation**
- **17-3-0209 Execute Traveling**
- **17-3-0221 Execute Actions on Contact**

**POSTER 1**

## Section II

### PAB3 - Tactical Movement/Actions on Contact

#### Execution

##### II-1. Event Guide

---

**Purpose**

The table on the following page is the PAB3 Event Guide. It is used to record observations of unit performance during conduct of the table.

---

**Instructions**

During the table, put a **circle** in the event box for critical subtasks that were not performed to standard.

Put a **check** in the event box for critical subtasks that were performed to standard.

Use comments/time block to make notes for playback and use during the AAR.

---

*Continued on next page*

# PAB3 - Tactical Movement/Actions on Contact

## Event Guide

Observer Action	BM Action	Plt Action	Critical Subtasks	Time/Comments
<p>"White 1, this is Black 6. Move out. Parallel movement on MSR BILLY; orient on CP 42. Report crossing all phase lines. Your move will be covered."</p>	<p>Start Regt Recon Plt #1 when executing plt begins movement: <u>ID 11, RT 11.</u></p>	<p>Plt gains contact with the Regt Recon Plt #1, executes actions on contact and reports.</p>	<p>M2 [ ] Traveling technique.</p> <p>M3 [ ] Wedge formation</p> <p>C5 [ ] Contact report.</p> <p>C6 [ ] Spot report.</p> <p>C9 [ ] Pldr directs platoon battle drill</p> <p>A5 [ ] TC who first observes enemy takes action</p> <p>A6 [ ] Remainder of platoon takes action</p>	

Observer Action	BM Action	Plt Action	Critical Subtasks	Time/Comments
<p>"White 1, this is Black 6. Roger. Continue mission."</p>	<p>Start Regt Recon Plt #2 when contact is made with Regt Recon Plt #1: <b>ID 22, RT 22.</b></p>	<p>Plt gains contact with Regt Recon Plt #2, executes actions on contact, and reports.</p>	<p>M2 [ ] Traveling technique</p> <p>M3 [ ] Wedge formation</p> <p>C5 [ ] Contact report</p> <p>C6 [ ] Spot report</p> <p>C9 [ ] Plt directs platoon battle drill.</p> <p>A5 [ ] TC who first observes enemy takes action.</p> <p>A6 [ ] Remainder of platoon takes action.</p>	

Observer Action	BM Action	Plt Action	Critical Subtasks	Time/Comments
<p>"White 1, this is Black 6. Roger. Continue mission. Keep me informed."</p>	<p>Start BMP section when executing plt reports contact with Regt Recon Plt #2: <u>ID 33, RT 33.</u></p>	<p>Plt gains contact with the BMP section, executes actions on contact, and reports.</p>	<p>M2 [ ] Traveling technique.</p> <p>M3 [ ] Wedge formation.</p> <p>C5 [ ] Contact report.</p> <p>C6 [ ] Spot report</p> <p>C9 [ ] Plt: directs platoon battle drill.</p> <p>A5 [ ] TC who first observes enemy takes action</p> <p>A6 [ ] Remainder of platoon takes action.</p>	

Observer Action	BM Action	Plt Action	Critical Subtasks	Time/Comments
<p>"White 1, this is Black 6. Roger. Continue mission. Orient on CP 41. Keep me informed."</p>	<p>T-72 engages as plt comes within opening range. (ID 441)</p>	<p>Plt executes actions on contact and reports.</p>	<p>M2 [ ] Traveling technique. M3 [ ] Wedge formation C5 [ ] Contact report. C6 [ ] Spot report C9 [ ] Plt directs platoon battle drill. A5 [ ] TC who first observes enemy takes action A6 [ ] Remainder of platoon takes action.</p>	
<p>"White 1, this is Black 6. Roger. -- BREAK -- Guidons, this is Black 6. Change of mission. Move to saddle vic CP 41 and halt. Your move will be covered. Report when set."</p>		<p>Plt moves to CP 41, orients west, and reports set.</p>	<p>M2 [ ] Traveling technique M3 [ ] Wedge formation.</p>	
<p>"White 1, this is Black 6. Roger. Dismount and come to my location."</p>				

## Section III

### PAB3 - Tactical Movement/Actions on Contact

#### Post Execution

##### III-1. AAR Worksheet

---

**Purpose**

During execution of PAB3, the Battlemaster and Unit Observer should use the worksheet on the following page to review observations of unit performance, define unit "sustain" and "improve" areas, and identify performance trends.

They should also use this form to assess whether supplemental events will be employed (see table execution guidance).

---

**Instructions**

Put a **circle** in the event box for critical subtasks that need to be emphasized during the AAR.

Put a **check** in the event box for critical subtasks that were performed to standard.

In the row labelled "FINAL," put a circle or a check to indicate performance on the critical subtask at the conclusion of the table.

---

*Continued on next page*

# PAB3 - Tactical Movement/Actions on Contact

## AAR Worksheet

EVENT	M2	M3	C5	C6
	Traveling technique.	Wedge formation.	Contact report.	Spot report.
Regt Recon Plt #1				
Regt Recon Plt #2				
BMP Section				
T-72				
CP 41			////////////////////	////////////////////
FINAL				
Next Table?	Yes	Yes	Yes	Yes

Continued on next page

**PAB3 - Tactical Movement/Actions on Contact AAR Worksheet, Continued**

EVENT	C9 Pldr directs platoon battle drill.	A5 TC who first observes enemy takes action.	A6 Remainder of platoon takes action.
Regt Recon Plt #1			
Regt Recon Plt #2			
BMP Section			
T-72			
CP 41	////////////////////	////////////////////	////////////////////
FINAL			
Next Table?	Yes	Yes	Yes

## III-2. PAB3 - Tactical Movement/Actions on Contact AAR Guide

---

**Instructions**

The Battlemaster or Unit Observer should use the table on the following page to guide them in conducting the AAR.

---

*Continued on next page*

## III-2. PAB3 - Tactical Movement/Actions on Contact AAR Guide, Continued

Step	Action
1	<ul style="list-style-type: none"> <li>• Refer to Poster 1.</li> <li>• Review combat functions and critical subtasks.</li> </ul>
2	<ul style="list-style-type: none"> <li>• Analyze scenario:               <ul style="list-style-type: none"> <li>• Ask the platoon leader, or a member of the unit appointed by the platoon leader, to state the Leader's Plan. Advise him to use the factors of METT-T as a guide.</li> <li>• Read the following enemy intent: "Regt Recon elements tried to locate and report the advance of our force. They attempted to avoid engagements where possible, and call indirect fire to slow and disrupt the movement of our forces."</li> <li>• Provide battlefield execution summary by describing what happened during table execution.</li> </ul> </li> <li>• Refer to Poster 2 for list of events.</li> </ul>
3	<ul style="list-style-type: none"> <li>• Lead unit in AAR discussion:               <ul style="list-style-type: none"> <li>• Focus on critical subtasks.</li> <li>• Refer to notes on AAR Worksheet to detect trends on critical subtask performance, across events. Share information with unit.</li> <li>• Use Stealth and UPAS information to illustrate consequences of unit actions.</li> <li>• Encourage unit leaders to provide performance analysis.</li> <li>• Refer to critical subtasks and combat functions for summary. Encourage unit personnel to summarize what they learned on each.</li> <li>• Use mylar board to write which critical subtasks are identified by the unit as performed well ("sustain") and which should be worked on during further unit training opportunities ("improve").</li> </ul> </li> </ul>
4	<p>Provide additional one-to-one feedback to unit leader:</p> <ul style="list-style-type: none"> <li>• Use AAR Worksheet to show unit performance trends and final assessment of unit performance for each subtask.</li> <li>• Indicate which critical subtasks are not emphasized in the next table.</li> <li>• With the unit leader, decide whether to repeat this table, continue with the next table, or continue with a more advanced table.</li> </ul>

**III-3. PAB3 - Tactical Movement/Actions on Contact Event Poster**

---

**Purpose** The poster on the following page is designed as a visual aid to use during the platoon AAR.

It lists the critical subtasks and ARTEP-MTP tasks on which PAB3 is based.

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*Continued on next page*

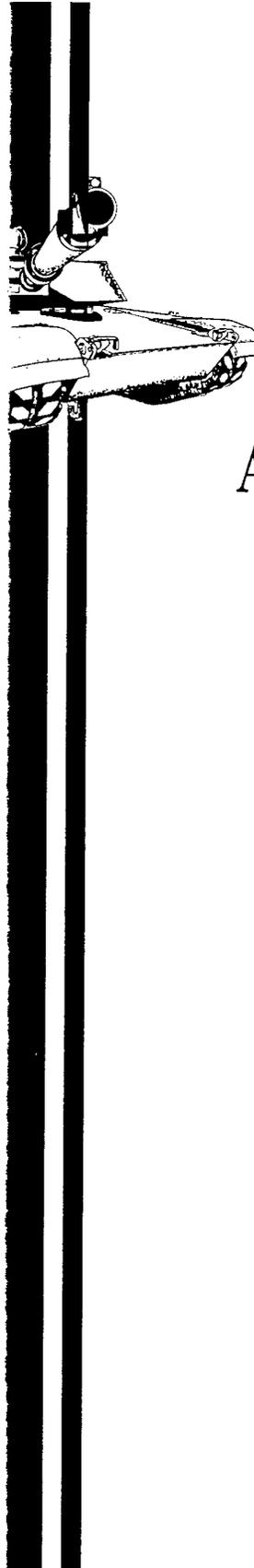
## PAB3

### TACTICAL MOVEMENT/ACTIONS ON CONTACT

#### EVENTS

- 1** Regt Recon Plt #1
- 2** Regt Recon Plt #2
- 3** BMP section
- 4** T-72
- 5** CP 41

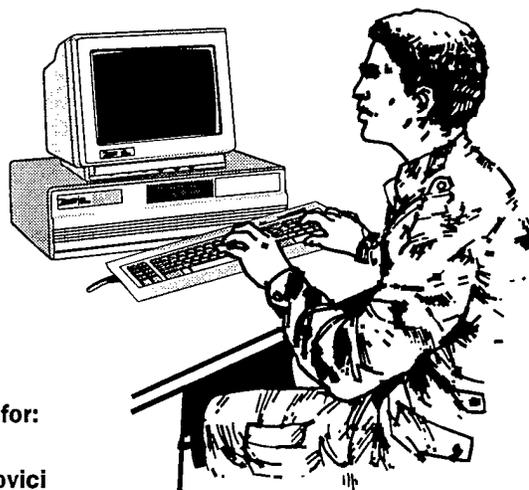
POSTER 2



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# **Unit Performance Assessment System (UPAS) Operating Guide**

---



**Prepared for:**

**John Boldovici  
Simulator Systems Research Unit  
U. S. Army Research Institute**

**Submitted By:**

***BDM Federal, Inc.*  
Training and Simulation Division  
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Fort Knox, Kentucky**

**MDA 903-92-D-0075**

**May 1995**

# UNIT PERFORMANCE ASSESSMENT SYSTEM (UPAS) OPERATING GUIDE

## I. INTRODUCTION

As part of its training research development mission, the U.S. Army Research Institute for the Behavioral and Social Sciences (ARI) has developed the Unit Performance Assessment System (UPAS) to support units training in Simulation Network (SIMNET) facilities. UPAS allows collection of data in SIMNET exercises to support After Action Reviews (AARs) and Take Home Packages (THPs). While a primary purpose of this operating guide is to provide a working description of UPAS and its menus, its initial use was as a training tool for SIMNET site personnel at Grafenwoehr. Thus, the intended audience for this guide consists of potential and experienced UPAS operators with the guide serving as both a training tool and a reference document.

Users with specialized research needs may want to obtain copies of the documents listed in the Reference Section of this guide. While these documents should be available through your site, this operating guide is expected to satisfactorily address unit training and operational requirements. As part of its training focus, the operating guide contains tasks (SKILL CHECKS) linked to each major UPAS capability and usually approaches topics from a training perspective (e.g., this document contains references to trainers which should be ignored when you are not using this guide as part of a formal training program). This approach should not interfere with using the guide as a reference document. A UPAS Quick Guide which will serve as a fast reference for UPAS operations will be distributed to UPAS trained operators. The remainder of this section will provide you with an overview of UPAS. The following sections will walk you through its operation.

UPAS is software designed to measure unit performance in support of training feedback and research. This software collects network data from unit training exercises conducted in the SIMNET environment. The data are then processed and summarized as map displays, graphs, and tables to be used by trainers and exercise participants. In other words, UPAS provides valuable information relevant to AARs and THPs. UPAS is designed to provide an easy method for collecting data, analyzing it, and producing graphs and tables. To streamline operations, UPAS supplies menu options designed to make these tasks easier for the user. The menu options can be divided into five categories: data collection, animated displays, graphs/tables, reports, and utilities. There are two types of data collection. One option is a highly structured approach which "leads" the user through the choices needed to collect and process data. This selection is useful when the user must produce standardized outputs for AARs and THPs. Another option allows a specialized user, such as a researcher, to customize and filter the data collected and analyzed.

The collected data can be viewed in a number of ways. Animated displays take the form of dynamic replays of battle segments, movement, and fire fighting. Graphs and tables provide ways of displaying information from the data collected. Graphs are particularly useful in illustrating important events, critical turning points, or sequences in battles. Tables

provide "hard numbers" on a variety of information regarding unit performance. Reports provide battle summaries, engagement reports, fratricides incidents, firing activity by range, crew error information, BLUE and RED strength at the beginning and end of the battle, direct fire damage/casualty reports, and indirect fire damage/casualty reports. These reports represent the most common type of information needed for AARs and THPs.

Utilities include DOS operations, defragmentation software, and tape backup operations. These are not directly related to collecting data but are critical to the administration and maintenance of the computers loaded with UPAS software. This guide will provide you the opportunity to acquire some hands-on experience with UPAS. Typically, what you will find as you go through this document is a brief description of the primary functions associated with each UPAS screen followed by a task or set of tasks that will allow you to practice "navigating" through the software. Do not take any actions until you are directed by the "**SKILL CHECK:**" marker to do so.

## II. GETTING STARTED

Turning on the computer will automatically start the UPAS system. Figure 1 shows the first UPAS screen that you will see.

Date/Time Verification

Please verify that the date  
and time are correct.

Today's date is: 02-13-1995 Month-Day-Year	Is the date correct (Y or N)? <Type your selection and press ENTER>
The computer's time is: 08:31:41	Is this time correct (Y or N)? <Type your selection and press ENTER>

Figure 1. UPAS date/time verification screen.

The first step in getting started with UPAS will be to verify the computer system's internal date and time clock. If the date and time are correct, type the letter "Y" for yes and press enter (Note: UPAS is not case sensitive, so typing "Y" or "y" will be interpreted as the same thing by UPAS). If the date and time are incorrect, enter the new date and/or time in the format indicated. You will receive an error message if you only press enter and will need to start over. It is critical that the date and time be correct!

## SKILL CHECK 1: VERIFY DATE AND TIME INFORMATION ON YOUR WORKSTATION.

The next step will be to verify that there is enough disk space available on the computer to run your exercise. Figure 2 shows the disk space verification screen. This is important to check because UPAS requires a minimum amount of disk space for

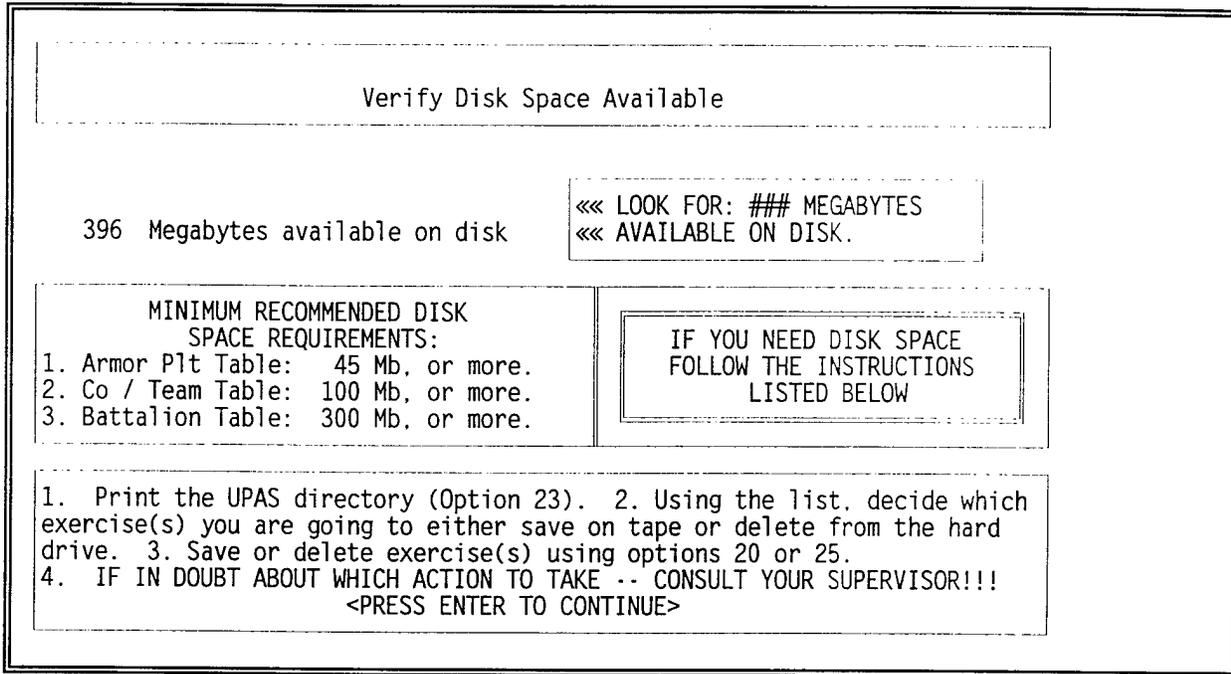


Figure 2. The disk space verification screen.

different types of data collection (e.g., battalion versus company/team). Guidelines for the amount of disk space available are listed depending on the type of data you are collecting. If disk space is low, **backup databases first** (see Saving Data to Tape under Utilities) and then delete them from the hard drive. Note that the bottom of the screen provides directions for clearing disk space. It may be necessary for you to check disk space several times during the day.

## SKILL CHECK 2: VERIFY DISK SPACE.

Once disk space is verified, you will see the menu displayed in Figure 3.

```
UNIT PERFORMANCE ASSESSMENT SYSTEM EASY ACCESS MENU
                                MAIN MENU
IF YOU NEED TO:                TYPE:  AND  PRESS:
1. COLLECT/PROCESS TRAINING DATA      1      ENTER
2. COLLECT RESEARCH DATA              2      ENTER
3. PERFORM BATTALION CALCULATIONS      3      ENTER
4. PRINT UPAS REPORTS                  4      ENTER
5. GO TO SYSTEM UTILITIES MENU (TAPE/DISK/OPS) 5      ENTER
6. GO TO DISPLAY FUNCTION MENU          6      ENTER
7. RUN WINDOWS (PASSWORD REQUIRED)       7      ENTER
-----
--To return to this menu, from any C:\> prompt, press 9 and enter
December 14, 1994      Joseph J. Cassidy, PRC Inc.      VER 1.0:  GM, D.O. 027
C:\>_
```

Figure 3. Main menu screen for UPAS.

Now you are ready to complete the preliminary "log on" procedures for UPAS data collection. Note that there are two Main Menu selections shown on Figure 3 that relate to data collection. Selection 1 is a highly structured data collection module which minimizes the number of steps the user needs to take to collect exercise data. This is the selection for AARs and THPs. Selection 2 gives users with specialized needs greater control over how data is collected. This selection is designed for researchers who need to conduct advanced work and requires a password to gain access. **Unless you are a researcher conducting advanced research, select option 1.**

Menu options are selected by typing the number of the menu option desired, which appears at the C:\> prompt, and pressing enter.

## SKILL CHECK 3: SELECT OPTION 1.

Next, Figures 4 - 6 show the identification input screens which will ask for input on a variety of areas including your rank, name, call sign, and unit. (Ignore the call sign input field.) You will also be asked whether this is your first exercise run for the day. This is important information to record because it identifies the correct sequence of exercises run and supplies each exercise with a unique digit for the exercise identification code. This will make it easier to sort through reports when several people are using UPAS. All reports produced

from the exercise will include this information. Do not try to change your workstation identification number shown in Figure 5. If you need to change the date and/or time, type **END** at the observer/controller screen (Figure 5). Type 1 at the C:\prompt and select option 5 from the Main Menu . Next, select option 27 from the Systems Utilities Menu.

UPAS

EXERCISE IDENTIFICATION SET UP SCREEN

THEN TYPE:

IF THIS IS THE FIRST EXERCISE FOR A NEW UNIT, TYPE ->>

IF THIS IS THE SECOND OR SUBSEQUENT EXERCISE FOR THIS UNIT, TYPE ->>

IS THIS THE FIRST EXERCISE (Y or N)

Y

N

Figure 4. The exercise identification setup screen.

UPAS

OBSERVER/CONTROLLER IDENTIFICATION

ENTER YOUR RANK AND LAST NAME >>>>

ENTER YOUR CALL SIGN >>>>

THIS IS UPAS WORKSTATION NUMBER >>>>

Today's date is 02-13-1995

The correct time is: 10:55:32

<TO CONTINUE PRESS ENTER>

Figure 5. The observer/controller identification screen.

U P A S

UNIT UNDERGOING TRAINING IDENTIFICATION

ENTER UNIT UNDERGOING TRAINING >>>>	<input style="width: 90%;" type="text"/>
	Battalion/Company/Platoon
ENTER RESERVE, ANG, OR ACTIVE >>>>	<input style="width: 90%;" type="text"/>
POST UNIT IS ASSIGNED TO >>>>	<input style="width: 90%;" type="text"/>

Figure 6. The unit identification screen.

**SKILL CHECK 4: ENTER CORRECT IDENTIFICATION INFORMATION FOR ALL FIELDS ON EACH IDENTIFICATION INPUT SCREEN.**

Typing the identification information will lead you back to the disk space verification screen. This is your last opportunity to verify that the amount of disk space required for the training exercise is available on your computer.

The next screen (Figure 7) is the exercise name/datapath screen. This screen provides you with the last datapath on file. Use this information to guide you through input requirements for the following screens.

EXERCISE NAME/DATAPATH INPUT SCREEN

The exercise name and the data path are one and the same. The exercise name or data path is used to identify the exercises that have been saved on the hard disk. The data path consists of 8 alpha/numeric digits, followed by a period (.) and this period is followed by three alpha/numeric digits. This program will prompt you through each portion of the data path.

—LAST DATA PATH ON FILE: 13025GBA.103—  
<TO CONTINUE PRESS ENTER>

Figure 7. Exercise name/datapath screen.

**SKILL CHECK 5: CONTINUE ON TO THE NEXT SCREEN.**

Figure 8 shows the SIMNET site selection screen. Note how the date is specified in the first five digits of the exercise code. This screen prompts you to specify the location of your SIMNET site. **You will always type "G" for Grafenwoehr.**

SELECT SIMNET SITE

The first five digits of your exercise name (or Data Path) is today's date.  
The data path generated by the system specifies  
that today's date is: 13 February 1995

Select the correct code of your SIMNET site:

SIMNET SITE	TYPE	AND PRESS
GRAFENWOEHR	G	<ENTER>
FRIEDBERG	F	<ENTER>
SCHWEINFURT	S	<ENTER>

Figure 8. The SIMNET site selection screen.

**SKILL CHECK 6: TYPE THE APPROPRIATE LETTER FOR SITE ENTRY.**

The next screen shown (see Figure 9) is the unit level selection screen. Note that site location has been added to the exercise code. This screen prompts you to enter the first letter of the level of the unit whose data will be collected on this particular workstation. If the workstation you are at will collect data from one of three platoons in a company exercise, select "P" for platoon in this field.

The first five digits plus the Site Code for GRAFENWOEHR

13025G

The next digit is the code for the UNIT LEVEL:

UNIT LEVEL	TYPE	AND PRESS
BATTALION .....	B	<ENTER>
TASK FORCE .....	F	<ENTER>
SQUADRON .....	S	<ENTER>
COMPANY .....	C	<ENTER>
COMPANY/TEAM .....	T	<ENTER>
TROOP .....	R	<ENTER>
PLATOON .....	P	<ENTER>

TYPE CODE FOR UNIT LEVEL AND PRESS ENTER:

Figure 9. The unit level selection screen.

**SKILL CHECK 7: TYPE THE FIRST LETTER OF THE UNIT LEVEL.**

The next setup screen is shown in Figure 10. Note that unit level has been added to the exercise code. This screen will prompt you to enter the first letter of the unit type.

The first five digits, the Site Code and the Unit Level:

13025GB

The next digit is the code for the UNIT TYPE:

UNIT TYPE	TYPE	AND PRESS
ARMOR OR ARMOR HEAVY .....	A	<ENTER>
MECHANIZED OR MECH HEAVY ..	M	<ENTER>
CAVALRY .....	C	<ENTER>
SCOUT .....	S	<ENTER>

TYPE CODE FOR UNIT TYPE AND PRESS ENTER:

Figure 10. The unit type selection screen.

**SKILL CHECK 8: TYPE THE FIRST LETTER OF THE UNIT TYPE.**

Figure 11 shows the mission type selection screen. Note that the exercise code has been changed to include the unit type and the workstation number has been added automatically. This screen prompts you to enter the first letter of the mission type.

The first five digits, the Site Code, the Unit Level, the Unit Type and the UPAS workstation number:

13025GBA.1

The next digit is the code for the MISSION TYPE:

MISSION TYPE	TYPE	AND PRESS
OFFENSE .....	(LETTER ->).0	<ENTER>
DEFENSE.....	D	<ENTER>
RECONNAISSANCE.....	R	<ENTER>
SECURITY.....	S	<ENTER>

TYPE CODE FOR MISSION TYPE AND PRESS ENTER:

Figure 11. The mission type selection screen.

**SKILL CHECK 9: TYPE THE FIRST LETTER OF THE SELECTED MISSION TYPE.**

If today you have run other exercises **different** on any setup variable (e.g., mission) to the one you are now planning to run, you will be prompted to specify the run number of the current exercise (see Figure 12). This is very important. Carefully follow the directions specified on the screen! UPAS will not collect data in a subdirectory that already contains data. If the current exercise contains all of the same setup variables as a previous run of the day, you should be at the exercise code verification screen shown in Figure 13.

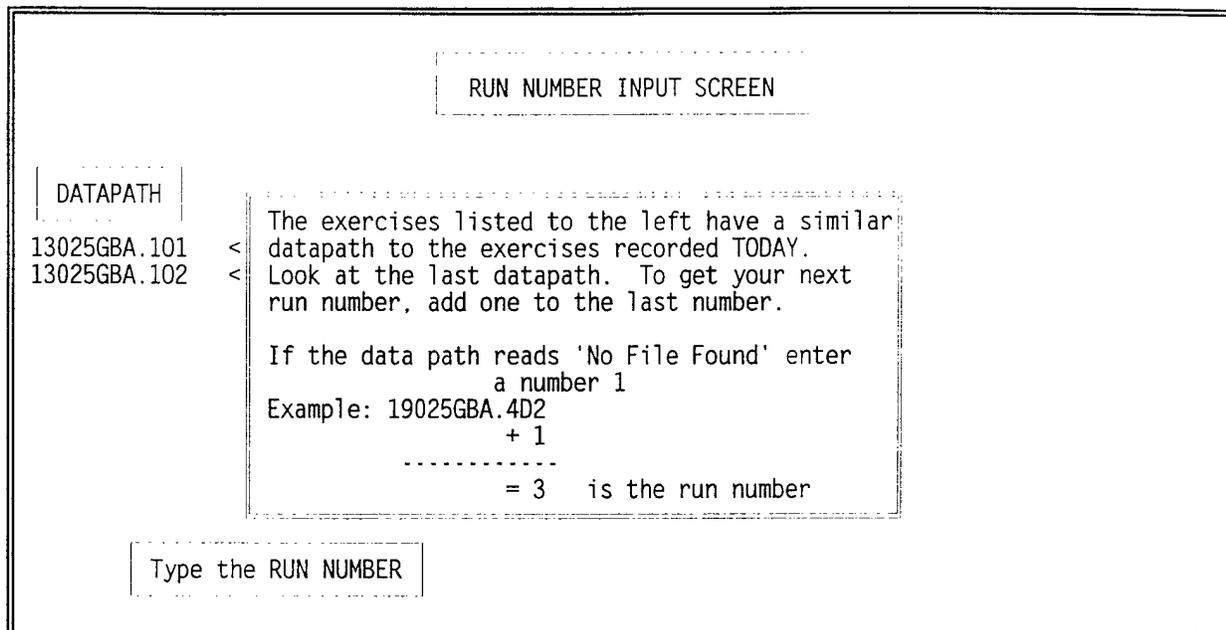


Figure 12. The run number input screen.

**SKILL CHECK 10: IF THIS IS NOT A UNIQUE RUN OF THE DAY, ENTER THE CORRECT RUN NUMBER BY ADDING "1" TO THE LAST RUN NUMBER SPECIFIED ON THE EXTREME LEFT SIDE OF YOUR DISPLAY.**

Now, you should be at the exercise code verification screen shown in Figure 13. If you type **D**, UPAS will go back to each input screen used in building the exercise code and allow you to change your input.

```

THE DATA PATH SELECTED IS: 13025GBA.103

                THE DATA PATH SELECTED MEANS THAT:

THE DAY OF THE MONTH IS: 13
THE MONTH OF THE YEAR IS: 02
                THE YEAR IS: 95
THE SIMNET SITE IS: GRAFENWOEHR
THE UNIT LEVEL IS: BATTALION
THE TYPE OF UNIT IS: ARMOR/ARMOR HEAVY
UPAS UNIT COLLECTING DATA: 1
THE TYPE OF MISSION IS: OFFENSE
THE EXERCISE RUN NUMBER IS: 3

```

Note  
If the data listed on the left  
are incorrect, type D and press  
<ENTER>

IF DATA PATH IS CORRECT  
PRESS <ENTER> TO CONTINUE

Figure 13. The exercise code verification screen.

**SKILL CHECK 11: REVIEW THE INFORMATION DISPLAYED ON THE SCREEN AND MAKE ANY NECESSARY CHANGES.**

Finally, you will be shown a screen (Figure 14) which specifies your data and terrain paths. Simply select <F1> to continue (**Ignore the descriptors for <F1> shown on the screen.**) You will receive a prompt telling you that no directory exists and asking if one should be created. Type "Y" for yes. Your directory will be generated automatically. Note that your subdirectory will always be UPM.

Path Setup for Data Collection	
Data Path	:C:\UPM\13025GBA.103 Directory not found. Create one? (Y/N)
Terrain Path	:C:\TDB\GRAF
<F1> Save Paths and quit.      Up to 30 characters for each path <ESC> Quit without saving.    Use arrow keys (<-- , -->) to move <Enter> Data or Terrain Path.	

Figure 14. Path Setup Screen.

**SKILL CHECK 12: SELECT <F1>.**

### III. DATA COLLECTION

Up to now, you have been inputting setup information into UPAS so your data can be correctly identified and linked to the exercise run. This section has one final input component linked to initializing data collection with UPAS. Once you enter the necessary information for the screen shown in Figure 15, you will be ready to begin collecting data. There are several input fields for this screen:

(1) The exercise ID number referred to on this screen is **NOT** your exercise code number. The exercise ID number refers to a three-digit number used to identify the exercise on the SIMNET network. You will receive this information from the Battle Master.

(2) The field for mission ID requires the user to enter the mission type, such as "Hasty Attack."

(3) The user type field requires the user to enter the type of unit which is being trained. Using a single letter (i.e., "A" for an Armor Unit, "M" for Mechanized Unit, or "C" for Combined Arms), designate the unit type.

(4) The organization field requires the user to specify the designation of the unit being trained, such as 3/C 1-100 AR. Up to twenty characters may be entered.

This covers all of the fields requiring input for this screen (ignore the F2-F4 options). When you select <F1>, UPAS begins collecting data. **Do not start data collection too far in advance or you will receive redundant information about vehicles in their initial positions. REDCON 1 is the recommended point to select <F1>.**

Data Collection: Set Up	
Exercise Control # (date):	(Today's date)
Exercise ID:	001
Mission Type:	Hasty Attack
Armor/Mech/Combined Arms:	A
Organization:	3/C 1-100 AR
The following functions control the selected IDs.	
<F2>	Adding IDs
<F3>	Modifying IDs
<F4>	Viewing IDs
Enter exercise id 0-999, then press Enter to accept.	
<F1> to start Collecting Data   <F2>, <F3> and <F4> to select IDs.	
<ESC> to return to Data Collection Menu	

Figure 15. Data collection initialization screen.

**SKILL CHECK 13: INPUT CORRECT SIMNET EXERCISE ID, MISSION ID, USER TYPE, AND ORGANIZATION. SELECT <F1> AT REDCON 1.**

Upon selecting <F1>, the screen shown in Figure 16 appears. This is the data collection summary screen which allows you to "watch" the exercise as protocol data units (PDUs) are collected. You should see incremental changes for each protocol variable, indicating data collection is occurring. Do not proceed to the next screen until data collection is completed. To protect data collection from being unintentionally disrupted, you may want to lock the screen by pressing the <F3> key. The PDU counters will go blank and be covered by a notice that the keyboard is locked. To unlock the keyboard and restore the counters, type the password "SHIFT" while holding down the <SHIFT> key. The lockout function is especially useful when you need to leave your terminal.

Press <ESC> when you are ready to end data collection. Suggested end event is ENDEX.

Data Collection Summary			
(Today's Date)	Hasty Attack	Collection Time Remaining: 97:42	
Simulation Protocol		Data Management Protocol	
Vehicle Appearance	000000	Change in Status	000000
Vehicle Impact	000000	Vehicle Status	000000
Indirect Fire	000000	Other	000000
Fire	000000		
Other	000000	Other Protocols	000000
Counter Display F1:TURN OFF, F3:Keyboard Lock,			ESC: Stop

Figure 16. "Locked" data collection summary screen.

**SKILL CHECK 14: USE THE "LOCKOUT FUNCTION" TO PROTECT DATA COLLECTION. USE THE PASSWORD TO TURN LOCKOUT FUNCTION OFF. TAKE THE NECESSARY STEP TO END DATA COLLECTION.**

The next screen specifies how often vehicle appearance PDUs are written into some of the database tables (see Figure 17). Tables written with shorter intervals will require longer conversion times since they contain more data. The recommended interval is from one to five minutes. Entering an interval of less than one minute causes data from all appearance PDUs to be converted. For now, accept the default of five minutes by selecting <F1>.

```
Complete NTC Database: Convert

Data Conversion Interval: 05:00
Data Conversion Needed: 0 MINUTES
CAUTION: SHORTER INTERVALS WILL REQUIRE
LONGER CONVERSION TIME.

<F1> to start Conversion.
<ESC> to Previous Menu.
```

Figure 17. Data conversion screen.

**SKILL CHECK 15: ACCEPT THE DEFAULT INTERVAL AND GO TO THE NEXT STEP.**

At this point, you will be asked if you want to print reports. Typing "Y" will signal UPAS to begin generating your default reports. The nine reports generated are as follows: BLUFOR/REDFOR vehicle lineup, Battle Summary, Engagement Report, Fratricides, Firing Activity Over Range, Crew Error, BLUFOR Start/End Unit Strength Report, REDFOR Start/End Unit Strength Report, and Indirect Fire Damage and Casualties. These reports may be included as part of your AAR or THP. For now, use them to help you decide which AAR Display options are most likely to provide important training information for the unit.

The reports are followed by a display of the battle flow (to be described later).

**SKILL CHECK 16: MAKE SURE THAT THE PRINTER IS ON AND THAT THE CONTROL SWITCH IS SET FOR YOUR PRINTER. TYPE "Y", VIEW THE BATTLE FLOW DISPLAY, AND RETURN TO THE MAIN MENU. REVIEW THE GENERATED REPORTS.**

To begin the next portion of operations, you should be at the Main Menu. The remainder of this document will treat the Main Menu as your "home base". To reach the Main Menu from any C:\> prompt, type "9" and press <enter>.

#### IV. AAR DISPLAY FUNCTIONS

Once the data have been collected, there are a number of ways to generate exercise feedback. The AAR Display Menu (reached by selecting option 6 of the Main Menu) provides a wide range of feedback options. For instance, you can select option 35 from the AAR Display Menu (shown in Figure 18) to see an animated battle replay or you can select option 38 to examine battle "snapshots", displaying the battlefield situation at a specific point in time. This section will provide you with an overview of most AAR Display Menu options, with each description followed by at least one hands-on activity. Some options are explored more thoroughly than others while other options are not addressed (i.e., the Display Exercise Timeline will not be covered). However, at the end of this section you should have all of the skills necessary to use UPAS as an effective tool for retrieving AAR and THP data.

```
UNIT PERFORMANCE ASSESSMENT SYSTEM EASY ACCESS MENU
AAR DISPLAY MENU
IF YOU NEED TO: TYPE: AND PRESS:
31. DISPLAY GRAPHS.....31 ENTER
32. DISPLAY TABLES.....32 ENTER
33. DISPLAY BATTLE FLOW.....33 ENTER
34. DISPLAY EXERCISE TIMELINE .....34 ENTER
35. DISPLAY PLANVIEW.....35 ENTER
36. DISPLAY SCREEN IMAGE .....36 ENTER
37. DISPLAY FIRE FIGHT .....37 ENTER
38. BATTLE SNAPSHOT.....38 ENTER
--To return to the main menu, from any C:\> prompt, press 9 and enter
December 14, 1994 Joseph J. Cassidy, PRC Inc. VER 1.0 MOD: GM D.O. 27
C:\>
```

Figure 18. AAR display menu, reached by selecting option 6 of the Main Menu.

#### Battalion Calculations

Using the BLUFOR Start/End Unit Strength Report that was generated for you automatically, you can have UPAS calculate battalion unit percent losses. The Perform Battalion Calculations option is number 3 on the Main Menu and is only useful when a battalion-level exercise has been run.

**SKILL CHECK 17: IF YOU HAVE RUN A BATTALION-LEVEL EXERCISE, START AT THE MAIN MENU AND SELECT PERFORM BATTALION CALCULATIONS. USING THE BLUFOR START/END UNIT STRENGTH REPORT, ENTER THE CORRECT VALUES.**

## Battle Replay

The Display Planview option on the AAR Display Menu allows you to "run" and display a battlefield exercise. Since UPAS records actions during a battle, this battle replay shows vehicle movements for both BLUE and RED forces, as well as hits. The perspective of the replay is a bird's eye view, allowing for an objective view of the exercise's events.

A sample UPAS battle replay is shown in Figure 19. The battlefield is displayed on an x and y axis grid. Distance is expressed in kilometers on both axes. Clock time is represented in the upper right hand corner. Use the clock display to note when battlefield events occur that you may want to rerun or capture on disk. A battle replay will proceed through the exercise segments showing BLUE and RED force movement as well as hits (vehicle color changes to cyan) and kills (vehicle color changes to white). The speed of the replay is driven by the central processing unit of the UPAS workstation.

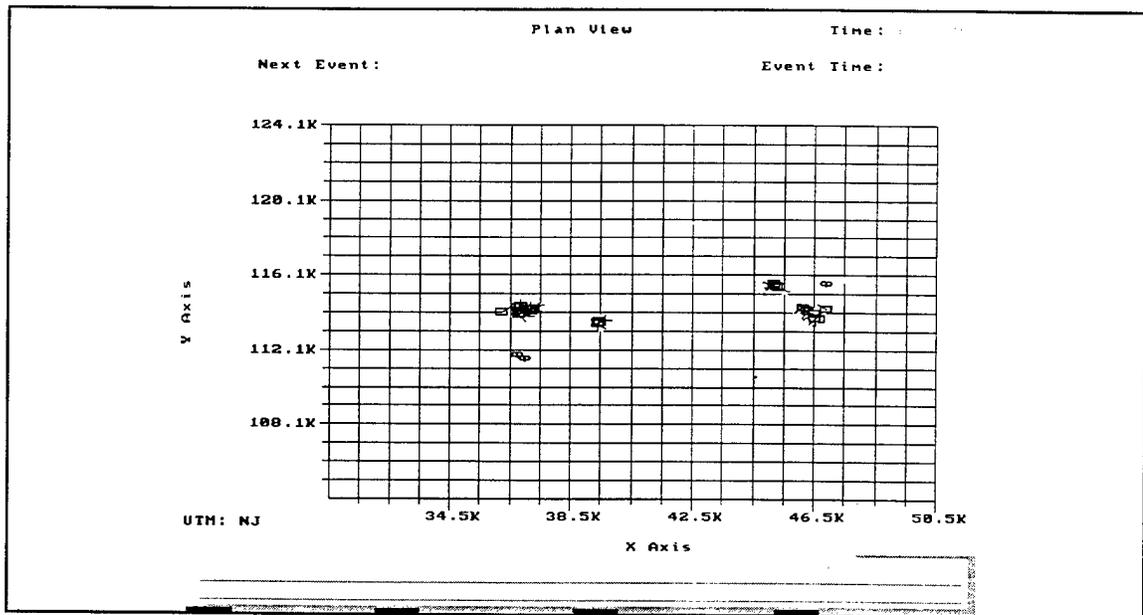


Figure 19. Screen display of battle movement in Planview mode.

There are several function keys that will be displayed at the bottom of the screen when the Display Planview option is selected (see Figure 20).

Function Key	Purpose
F1	Pan
F2	Capture Screen
F3	Change Time
F4	Refresh
F5	Print
F6	Next Event
F7	Terrain On/Off
F8	More function keys

Figure 20. Function keys for Display Planview option.

The pan feature allows the user to "zoom in or out" on the action of the battlefield. When this option is chosen you will be given several options which will allow you to zoom in on the battlefield. Figure 21 shows the different scale options.

20K x 20K
10K x 12K
15K x 10K
12K x 8K
9K x 6K
7.5K x 5K
6K x 4K
4.5K x 3K
Change                      No Change                      Cancel

Figure 21. Scale settings for pan feature for Display Planview option.

The default setting is 20K x 20K, indicating an area with dimensions 20 kilometers by 20 kilometers. This is the largest area that can be displayed by UPAS. These are the dimensions shown in Figure 19. Zooming in on the battlefield is helpful when the user wishes to isolate activity in a training exercise.

You can also change the area displayed by double clicking on <F1>. This will present you with a pop-up screen. Select the desired scale and click on "Change". Changing the display to 4.5K x 3K will change the scale to that shown in Figure 22.

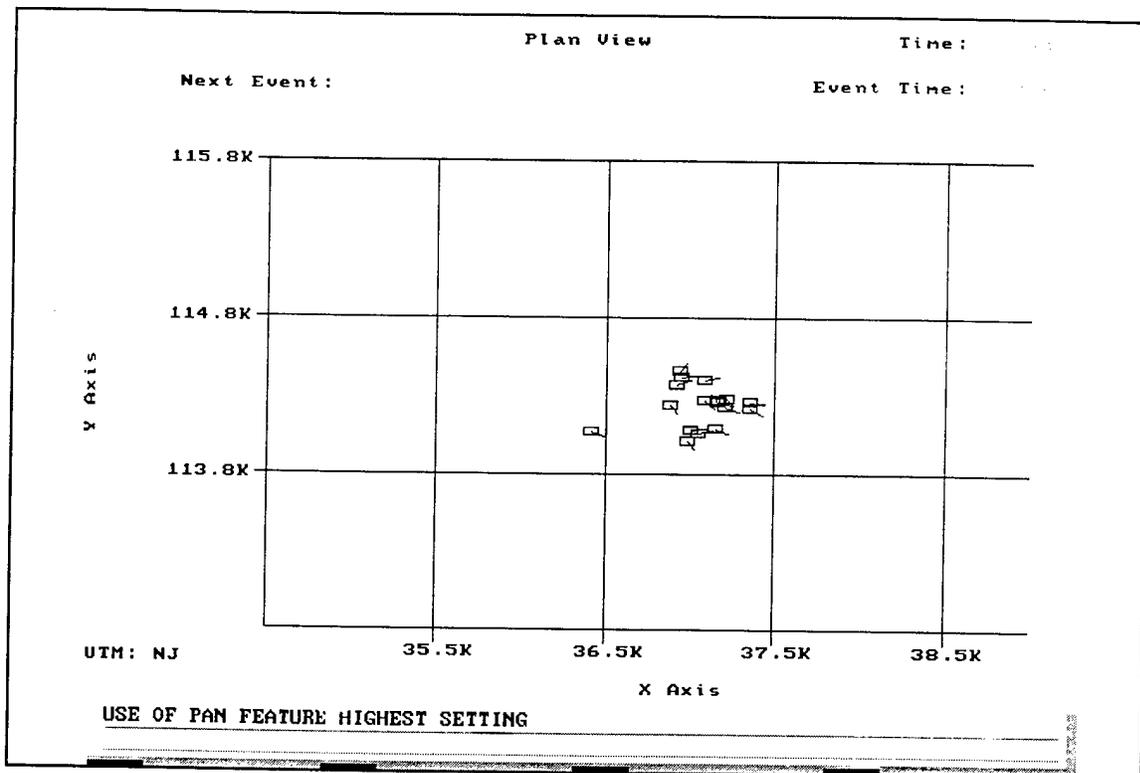


Figure 22. Pan feature display set at 4.5K x 3K.

Pressing F2 allows the user to make a screen capture of the activity on the battlefield. This is helpful in illustrating teaching points in AARs and THPs. All screen captures are exported in PC Paintbrush Format and will have the extension .PCX. Screen captures will not overwrite one another but will have a format such as PVD0001.PCX, PVD0002.PCX, etc. A feature of the screen capture option allows you to attach a comment to the screen which will help identify the graphic later. Menu option 36 allows you to view the most recent screen captures. Be sure to assign meaningful names to your screens so that you will recognize them when viewed from your directory. For an example of a UPAS directory, see Figure 14. All screen captures will be in the UPM directory under a subdirectory containing

your exercise identification information. It is important to note that while screen captures can be saved to disk for your THP, they can not be printed. Also, screen captures are not possible for the Display Tables option. However, you can get "screen dumps" by following the "Print" instructions in **any** display mode (in this case, select F5). You should always do a screen dump when you want a hard copy of a display. (Since you are sharing a printer with another UPAS workstation operator, make sure that your printer switch is correctly set before you try to print a screen.) Finally, keep in mind that one diskette will hold approximately 15 screen captures. Therefore, the number of screen captures you have will impact the number of disks you will need to construct the electronic portion of the THP.

Pressing F3 will allow the time displayed on the battle replay to be changed. If there is a particular time in the exercise that you want to view (for example, based on the exercise timeline), you can directly enter that time and move to that point in the exercise. This requires that you have a good idea regarding the time period of the selected exercise.

Pressing F4 will refresh the screen. As vehicles move across the screen grid lines disappear. Pressing F4 will "repaint" the grid lines to improve the appearance of the screen. Ignore F6 since it is not a feature supported by this operating guide.

Pressing F7 will allow a terrain map to be superimposed with the grid lines and vehicles. An example is shown in Figure 23.

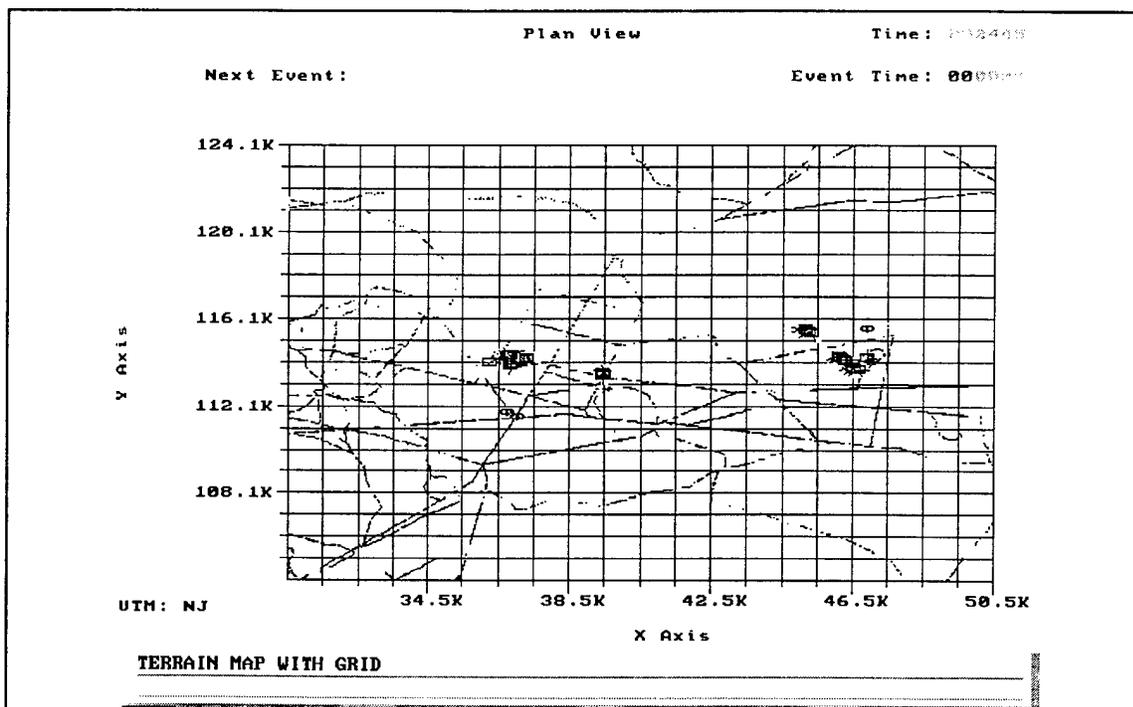


Figure 23. Terrain map with grid.

Terrain is a useful feature since it can identify characteristics of the environment that may have influenced the outcome of the mission. The terrain map can also be used with the pan feature to isolate environmental features in a small area (see Figure 24).

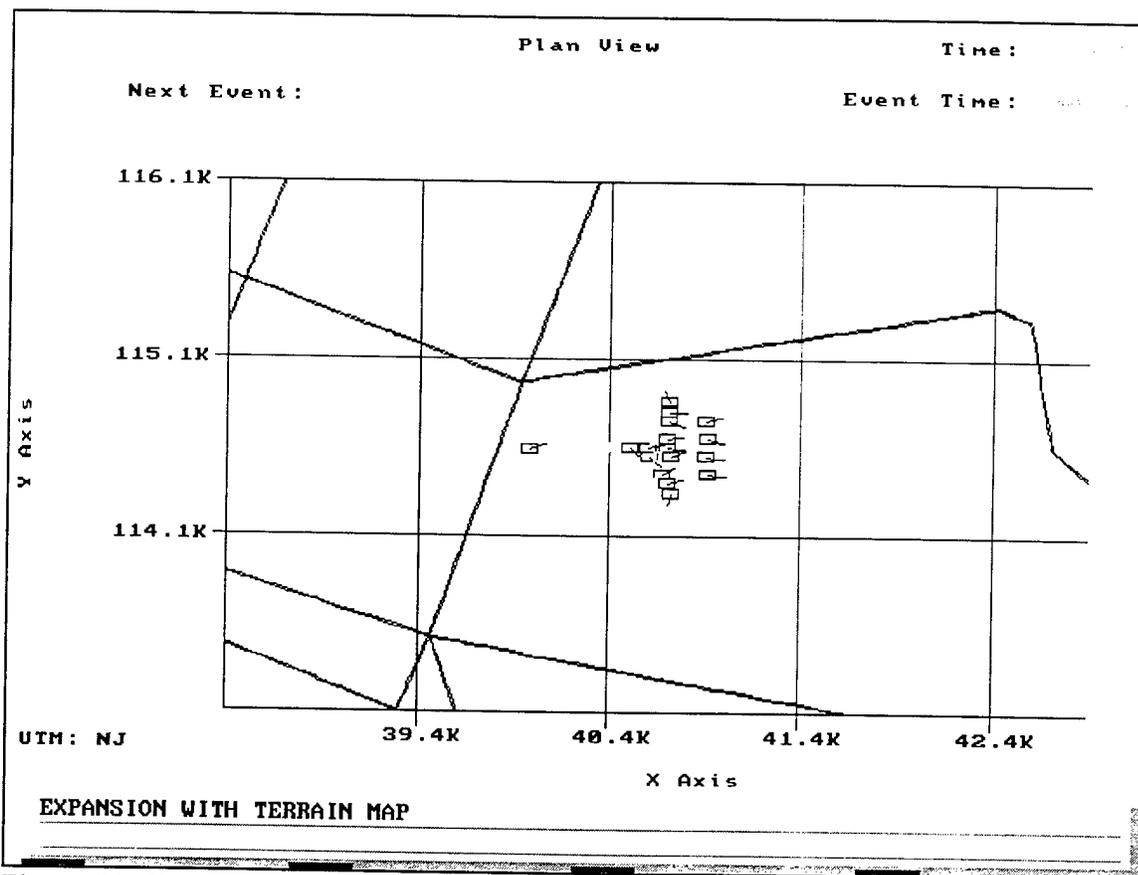


Figure 24. Use of pan feature with terrain.

Finally, F8 gives you access to other menu commands, which are summarized in Figure 25.

Function Key	Purpose
F1	Printer Setup
F2	Identify Vehicles
F3	Display Type
F4	More

Figure 25. Additional function keys.

These function keys allow you to examine printer setup (you would check this if you were unable to obtain a printout and had verified that the printer switch was set correctly), to identify vehicles, and to choose the aggregation level of displayed vehicles. The last function key (F4) will return you to the first set of function keys discussed.

**SKILL CHECK 18: TAKE THE NECESSARY STEPS TO GET TO THE PLANVIEW DISPLAY, STARTING FROM THE MAIN MENU.**

**CHANGE THE SCALE OF YOUR DISPLAY TO 6K X 4K AND THEN RETURN TO THE DEFAULT SCALE SETTING.**

**TURN TERRAIN FEATURES ON.**

**CHANGE THE START/END TIME INTERVAL OF THE REPLAY.**

**CHANGE THE DISPLAY TYPE. NOTE CHANGES AND SELECT YOUR PREFERRED DISPLAY TYPE.**

**Display Battle Flow**

The Battle Flow display (option 33 from the AAR Display Menu) traces the movement of a unit's vehicles over the map display. This may be useful information in showing the unit's navigation performance, conformity to planned movement routes, and use of movement formations and techniques. Movement traces are marked by plus (+) signs and numerals to signify the passage of time. The plus sign is used to mark frequent intervals (the default is 120 secs) while the numerals are used to mark longer time periods at regular intervals (the default is 3 mins). The operator must specify the force type, organizational

level, and the unit to be shown in the display. Once the battle flow display is running, specify the start/end time interval and change (if desired) the marker interval by pressing F3.

**SKILL CHECK 19: TAKE THE NECESSARY STEPS TO GET TO THE BATTLE FLOW DISPLAY, STARTING FROM THE MAIN MENU.**

**CHANGE THE DEFAULT SETTINGS FOR EACH MARKER TYPE.**

**CHANGE THE START/END TIME INTERVAL.**

**Fire Fight Display**

The Fire Fight display (option 37 on the AAR Display Menu) shows isolated aspects of the exercise. It is much like the Plan View display option with the exception that it shows the results of direct fire and the impacts of indirect fire. For a unit on the offense, the display indicates the volume, distribution, and effectiveness of fires in relation to movement. For the defense, the display shows these same characteristics. For both Blue and Red sides, shot lines extend from the positions of the vehicle (marked by a vehicle icon), to the point of impact. Target hits are indicated by a green line, and misses by a white line. A kill is indicated by a dead vehicle icon (cyan for BLUFOR and white for REDFOR) at the point of impact. Artillery impact areas are indicated by white rectangular icons without regard to side. This is very useful feedback information for AARs. Figure 26 displays a sample fire fight.

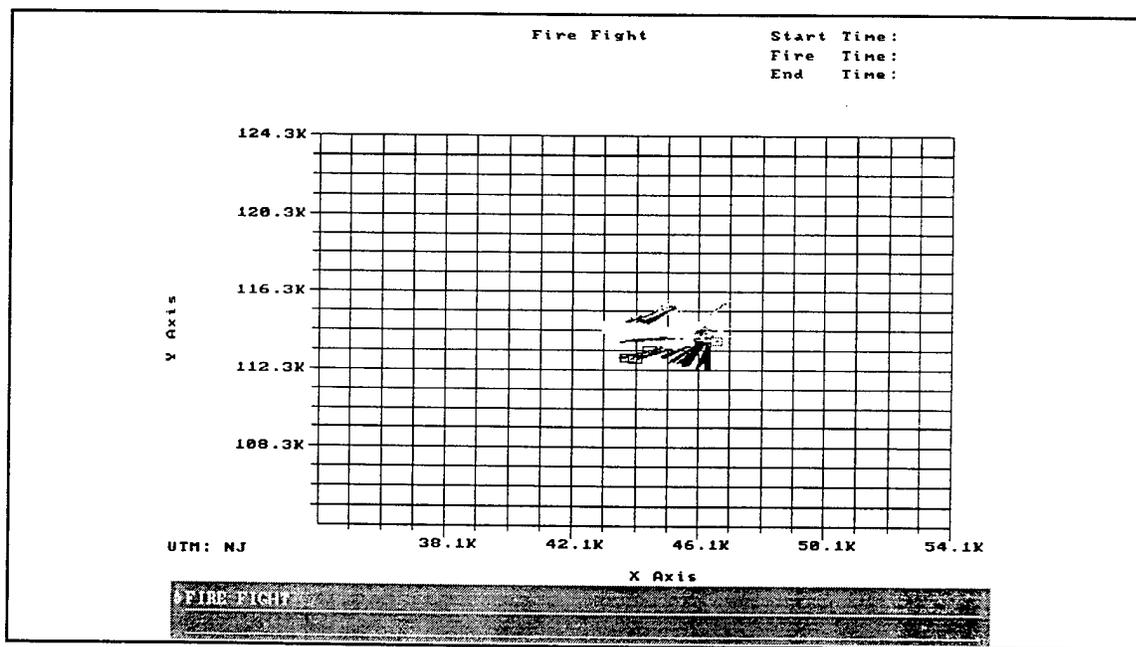


Figure 26. Fire fight display, reached by selecting option 37 from the AAR Display Menu.

**SKILL CHECK 20: TAKE THE NECESSARY STEPS TO GET TO THE FIRE FIGHT DISPLAY, STARTING FROM THE MAIN MENU.**

**DO A SCREEN CAPTURE, BEING CAREFUL TO NOTE THAT THE NAME OF THE FILE WILL BEGIN WITH "FF" FOR FIRE FIGHT. YOU WILL BE ASKED TO RETRIEVE THIS FILE LATER.**

As mentioned earlier, the Display Screen Image option (#36) allows you to view any screen captures you may have created.

**SKILL CHECK 21: USING OPTION 36, RETRIEVE THE SCREEN YOU CAPTURED FROM THE FIRE FIGHT DISPLAY.**

The Battle Snapshot display (option 38 on the AAR Display Main Menu) provides a bird's eye view of the battlefield at a specific time and place for a chosen unit. This kind of information is particularly useful in showing the unit's location, formation, orientation, and security at a critical moment in the exercise. A snapshot can be generated for any time in the exercise. Snapshots may be more useful than Planview displays since they show vehicle and gun-tube orientations in greater detail. In addition snapshots display information about the line of sight (LOS) between vehicles, showing when detection of the enemy is possible, and when visual contact is lost (however, ask your trainer about limitations). Figure 27 shows a battlefield snapshot.

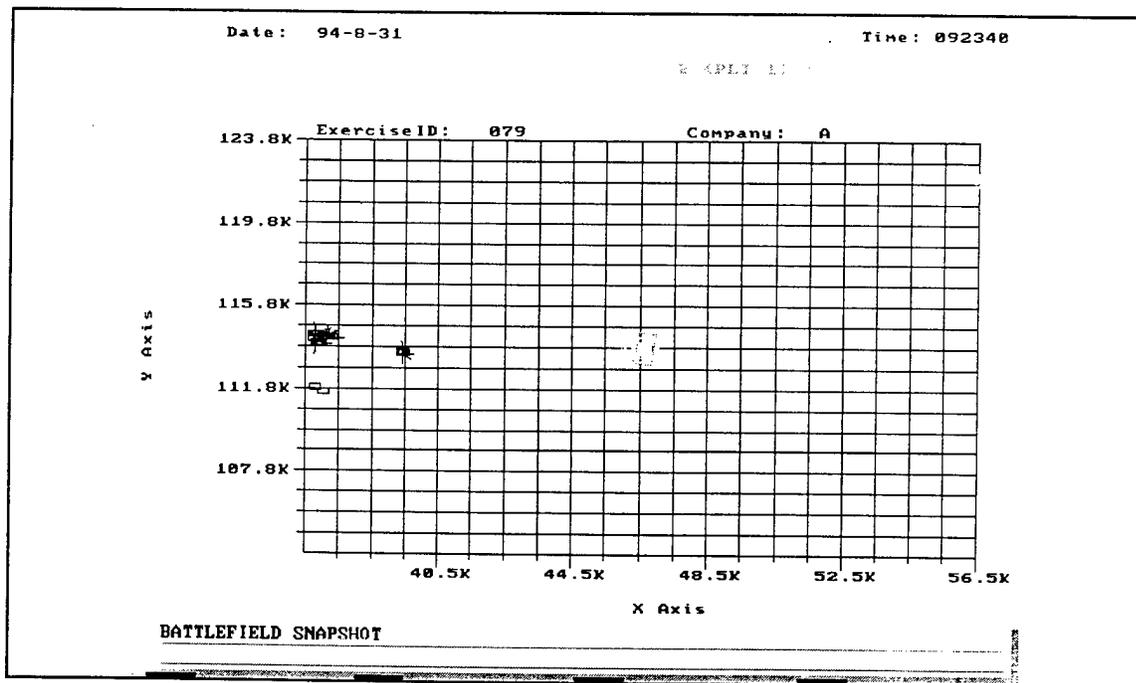


Figure 27. Battle snapshot, reached by selecting option 38 from the AAR Display Menu.

**SKILL CHECK 22: TAKE THE NECESSARY STEPS TO GET TO THE BATTLE SNAPSHOT DISPLAY, STARTING FROM THE MAIN MENU.**

**USE THE TIME SPECIFIED ON ONE OF YOUR SCREEN DUMPS TO CALL UP THE CORRECT SNAPSHOT. PRINT THE SNAPSHOT AND COMPARE IT TO YOUR SCREEN DUMP. BE PREPARED TO WALK YOUR TRAINER THROUGH THE STEPS.**

Return to the Main Menu when you have finished.

## V. GRAPHS

While options such as battle flow deliver animated battle replays, UPAS also provides the capability to review graphed summary data on 38 performance measures (e.g., rounds fired over time, vehicles hit over range by weapon, etc.). The Display Graphs option is item 31 on the AAR Display Menu. The Display Graphs option allows you to capture and print any screen.

**SKILL CHECK 23: SELECT THE DISPLAY GRAPHS OPTION FROM THE MAIN MENU. REVIEW THE PERFORMANCE MEASURE MENU, NOTING WHAT PERFORMANCE MEASURES ARE AVAILABLE. ARROW KEYS ARE USED TO PAGE UP AND DOWN THE MENU.**

**ONCE YOUR REVIEW OF THE MENU IS FINISHED, SELECT ONE GRAPH FROM EACH MEASURE GROUPING FOR REVIEW. FOR EXAMPLE, YOU MIGHT SELECT "AVERAGE AMMO OVER TIME BY BLUE COMPANY" RATHER THAN VIEWING EACH AMMO MEASURE. ASK YOUR TRAINER FOR HELP IF YOU ARE UNSURE OF HOW TO INTERPRET ANY GRAPH.**

**BE PREPARED TO EXPLAIN THE GRAPHICS TO YOUR TRAINER.**

## VI. TABLES

In addition to summary graphics, UPAS also provides users with summary tables of performance data on firing outcomes (e.g., firing results by platoons), vehicle losses, firing events (e.g., fratricide incidents), etc. The UPAS Tables option is reached by typing "32" at the Main Menu. Remember, you may print any table option but screen captures are not possible.

**SKILL CHECK 24: SELECT THE DISPLAY TABLES OPTION FROM THE MAIN MENU. REVIEW THE PERFORMANCE MEASURE MENU, NOTING WHAT MEASURES ARE AVAILABLE. ARROW KEYS ARE USED TO PAGE UP AND DOWN THE MENU.**

**ONCE YOUR REVIEW OF THE MENU IS FINISHED, SELECT ONE TABLE FROM EACH MEASURE GROUPING FOR REVIEW. FOR EXAMPLE, YOU MIGHT SELECT "FIRING RESULTS BY PLATOONS" RATHER THAN VIEWING EACH FIRING RESULTS MEASURE. ASK YOUR TRAINER FOR HELP IF YOU ARE UNSURE OF HOW TO INTERPRET ANY TABLE.**

**BE PREPARED TO EXPLAIN THE TABLES TO YOUR TRAINER.**

## VII. PRINTING REPORTS

In addition to the automatic printouts, various reports can be printed using menu options 10-19 shown in Figure 28. (The UPAS Report Printing Menu is reached by selecting option 4 from the Main Menu.) These reports are designed to be standardized in nature and support AARs and THPs. Reports available include firing activity, fratricide, crew errors, unit strength, and fire damage/casualties. Option 10 will print all AAR reports. Make sure the printer is on and your switch correctly set before you try to print.

```
UNIT PERFORMANCE ASSESSMENT SYSTEM EASY ACCESS MENU
UPAS REPORT PRINTING MENU
IF YOU NEED TO: PRINT: TYPE: AND PRESS:
10. ALL AAR REPORTS.....10 ENTER
10A. BLUEFOR/REDFOR VEHICLE LINE UP REPORT.....10A ENTER
10B. BLUEFOR VEHICLE LINE UP REPORT.....10B ENTER
10c. REDFOR VEHICLE LINE UP REPORT.....10C ENTER
11. BATTLE SUMMARY REPORT.....11 ENTER
12. ENGAGEMENT REPORT.....12 ENTER
13. FRATRICIDE REPORT.....13 ENTER
14. FIRING ACTIVITY BY RANGE REPORT.....14 ENTER
15. CREW ERROR REPORT.....15 ENTER
16. BLUEFOR START/END UNIT STRENGTH REPORT.....16 ENTER
17. REDFOR START/END UNIT STRENGTH REPORT.....17 ENTER
18. DIRECT FIRE DAMAGE/CASUALTY REPORT.....18 ENTER
19. INDIRECT FIRE DAMAGE/CASUALTY REPORT.....19 ENTER
--To return to the Main Menu, from any C:\> prompt, press 9 and enter --
December 14, 1994 Joseph J. Cassidy PRC Inc. VER 1.0 MOD:GM D.O. 027
C:\>_
```

Figure 28. UPAS Report Printing Menu, reached by selecting option 4 of the Main Menu.

### SKILL CHECK 25: PRINT ANY REPORT.

## VIII. UTILITIES

Utilities are critical for the housekeeping and maintenance of UPAS. UPAS provides a number of menu options that are used for these purposes. Figure 29 displays the system utilities menu.

```
UNIT PERFORMANCE ASSESSMENT SYSTEM EASY ACCESS MENU
SYSTEM UTILITIES MENU
IF YOU NEED TO: ..... TYPE: AND PRESS:
20. PERFORM TAPE OPERATIONS (BACKUPS/RESTORE) ... 20 ENTER
21. RUN DOSSHELL UTILITIES ..... 21 ENTER
22. RUN SCANDISK UTILITY ..... 22 ENTER
22A. RUN DISK OPTIMIZING UTILITY ..... 22A ENTER
23. VIEW UPAS DIRECTORY ..... 23 ENTER
24. MONTHLY FILE MAINTENANCE ..... 24 ENTER
25. DELETE UPAS EXERCISE FROM DISK ..... 25 ENTER
26. PREKPREPARE TAKE HOME DISKETTE ..... 26 ENTER
27. CHANGE SYSTEM DATE OR TIME ..... 27 ENTER
28. VERIFY DISK SPACE AVAILABLE ..... 28 ENTER
29. VIEW INFORMATION ON AN EXERCISE ..... 29 ENTER
-----
--To return to the Main Menu, from any C:\> prompt, press 9 and enter--
deceember 14, 1994 Joseph J. Cassidy, PRC Inc. VER 1.0 MOD: GM D.O. 027
C:\>
```

Figure 29. System Utilities menu, reached by selecting option 5 from the Main Menu.

The menu provides utility options that basically fall into two categories: (a) DOS utilities which allow the user to check directories, run backups, and restore data when needed; and (b) utilities specific to UPAS which allow for housekeeping activities such as making disk space for an exercise and preparing take home diskettes. This utility section includes the identification of tasks that should be done with UPAS at the close of business (COB) every day. There are ways to save the amount of time that a workstation operator has to dedicate to running the utilities. For instance, the backup procedure can be run overnight without a dedicated workstation operator. (It will take approximately 30 minutes to backup 150 megabytes of data.) The next morning the operator can then verify the backup and complete the rest of the tasks.

In general, COB tasks include backing up data, deleting unneeded files to maximize disk space, and documenting any software or hardware problems experienced with UPAS. Figure 30 shows the order in which the utilities should be run.

- (1) Run Scandisk Utility
- (2) Run Disk Optimizing Utility
- (3) View UPAS directory and print screen
- (4) Prepare THP (may be optional, depending on training objectives)
- (5) Backup exercise files to tape
- (6) Verify successful backup
- (7) Delete UPAS exercise files from disk
- (8) Run Scandisk Utility
- (9) Run Disk Optimizing Utility

Figure 30. Prescribed order for utility operations.

### **Initial Disk Operations**

The scan disk utility cleans up the hard drive by searching for file errors, cross-linked files, etc. The disk optimizing utility ensures that the hard drive is making maximum use of its allotted space. Neither of these utilities require further input once they have been selected. It is important to run both of these utilities both prior to and after saving your files to the tape drive. Allow approximately 5 minutes total time for running these utilities.

### **Take Home Diskette**

Another important activity to complete before files are deleted from your hard drive is the creation of the take home diskette (option 26). The take home diskette allows you to view segments of an exercise on any IBM compatible computer and is an important part of the overall THP. To use this option you must have captured at least one screen during the exercise. To create the take home diskette, you will need a formatted diskette for each exercise run (each disk will hold approximately 15 screen captures). Label each disk carefully, using your exercise identification code. After you select option 26, you will be asked to specify part of the last datapath of the exercise you want to save to disk. Enter the appropriate values (e.g., if you were using the values specified for the exercise in this guide you would type 13025GBA.103). Next, you will be asked to specify which disk drive you have inserted your diskette into. At this point, the take home diskette will be generated automatically.

### **Saving Data to Tape**

Exercises should be backed up at COB each day. To backup an exercise, select option 20 from the Utilities Menu. Once you select backup from the Main Menu of the Backup Utility, you will choose to selectively backup your files. Choose "Selective" and do not specify a specific path. On the next screen, highlight the UPM directory and select it by pressing the space bar (you can deselect an entry the same way). Next, go to the subdirectory

by selecting the "Down Dir - " button. The subdirectory will show you your exercise files. Verify this list against the file list presented through the UPAS Directory (option 23). Select those files and press "OK". On the next screen, name your tape and select the "Backup Now" button. It is recommended that you use a naming convention which includes your machine number and today's date (i.e., 515295 for machine 5 on February 15, 1995).

Once your files have been backed up, check to make sure there is no "Error Log" window present on the left side of the Backup Functions Menu. If an Error Log window appears, be sure to click on the window and document which files show errors. This will be important information for the data base developers. Next, select "Cancel" from the Backup Functions Menu. To verify that your files exist on the tape, select "View" from the Main Menu. Highlight the bottom volume and choose "View Directory". Next, the files that you saved to tape should be displayed. Inspect the file listing to verify that all of the files you wanted to backup now reside on tape. This step **MUST** be done prior to deleting your files from the hard drive.

You will also use the restore function anytime that you want to "run" a recorded exercise that was saved on tape. For instance, you may want to print additional tables or graphs. Using the same procedures outlined above, navigate through the restore function until you reach the files that you need to restore. Simply select the files and choose "OK". When you are finished, go to the Backup Main Menu and select "Exit Software". This will take you to the Utilities Menu.

### **Final Disk Operations**

Once your files have been saved to tape **SUCCESSFULLY**, delete them from the hard drive. Do **NOT** delete any files until you have verified that your files have been successfully backed up to tape (see View function description under Saving Data to Tape for details). When you are ready to delete exercise files, select option 25. Enter your name and assigned password. Use the UPAS directory printout to verify the files that need to be deleted. If you make a mistake, document it and attach a note to the tape. Once your files have been deleted, run the scandisk and disk optimizing utilities once more.

### **Miscellaneous Operations**

The remaining utilities cover a wide range of functions which may or may not be used by individual UPAS workstation operators. These functions permit: access to DOSSHELL (option 21), monthly file maintenance (option 24), changing of system date or time (option 27), verification of disk space (option 28), and exercise identification (option 29). For instance, DOSSHELL permits you to see the structure of the hard drive which can be compared to the directory tree handout that is available in the system maintenance section of this document. The exercise identification function tags each exercise with important

information designed to help track which users "own" which exercises. Monthly file maintenance is a utility reserved for the UPAS site administrator. (You will not use this utility.) See the maintenance section for additional discussion of utilities.

**SKILL CHECK 26: TAKE THE NECESSARY STEPS TO GET TO THE SYSTEM UTILITIES MENU, STARTING FROM THE MAIN MENU.**

**FOLLOWING THE ORDER DESIGNATED IN FIGURE 30, COMPLETE EACH TASK.**

**RESTORE YOUR EXERCISE**

**NOTIFY YOUR TRAINER ANYTIME YOU HAVE A QUESTION. BE PREPARED TO WALK YOUR TRAINER THROUGH EACH OF THE TASKS.**

## IX. REFERENCES

Meliza, L.L., and Tan, S. C. (in preparation). *SIMNET unit performance assessment system (UPAS) version two user's guide (ARI Research Product)*. Alexandria, VA: U.S. Army Research Institute for the Behavioral and Social Sciences.

Meliza, L.L., Tan, S.C., White, S., Gross, W., and McMeel, K. (in preparation). *SIMNET unit performance assessment system advanced user's guide (ARI Research Product)*. Alexandria, VA: U.S. Army Research Institute for the Behavioral and Social Sciences.